THE CYCLOPEDIA

TALISLANTA

FANTASY ROLE PLAYING CAMPAIGN SUPPLEMENT

THE CYCLOPEDIA

TALISLANTA

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INTRODUCTION

The **CYCLOPEDIA TALISLANTA** is a fantasy role playing campaign supplement developed exclusively for the **TALISLANTA** game. Within, players and Gamemasters will find a wealth of new material ready to be assimilated into the Talislantan milieu - a unique world setting, designed for experienced FRP gamers who are looking for something more challenging than the usual "elves and dwarves" campaigns.

Included among the many features of **CYCLOPEDIA TALISLANTA** is a color atlas, with detailed maps of the continent and surrounding environs; a complete listing of all cities, settlements, and topographical features of note (many previously uncharted, and presented here for the first time); and a Naturalist's Compendium of new Talislantan creatures, insects, animals and plant life.

For players, there are a dozen new character types, new skills, and more weapons from which to choose. For the Gamemaster, there are detailed diagrams of new Talislantan conveyances (such as the windrigger, Arduan barge fort, and the Kharakhan War Wagon), plus a number of new rules variants to add color to the games.

We hope you enjoy the **CYCLOPEDIA TALISLANTA**, and find it a useful addition to your campaign.

If you'd like to subscribe to BARD GAMES' free TALISLANTA newsletter, or if you have any questions or comments concerning the TALISLANTA game, send your name and address to:

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MAP KEY

- ● = City, Settlement
- △ = Capital
- ▲ = Ruins
- ---- = Border
- ····· = Road, Trail
- = = Bridge
- ○ = Oasis
- Scale: 1″ = 75 Miles
- □ = Wasteland
- ⁘ = Desert
- ▒ = Woodland
- ▓ = Jungle
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- ⁘ = Plains
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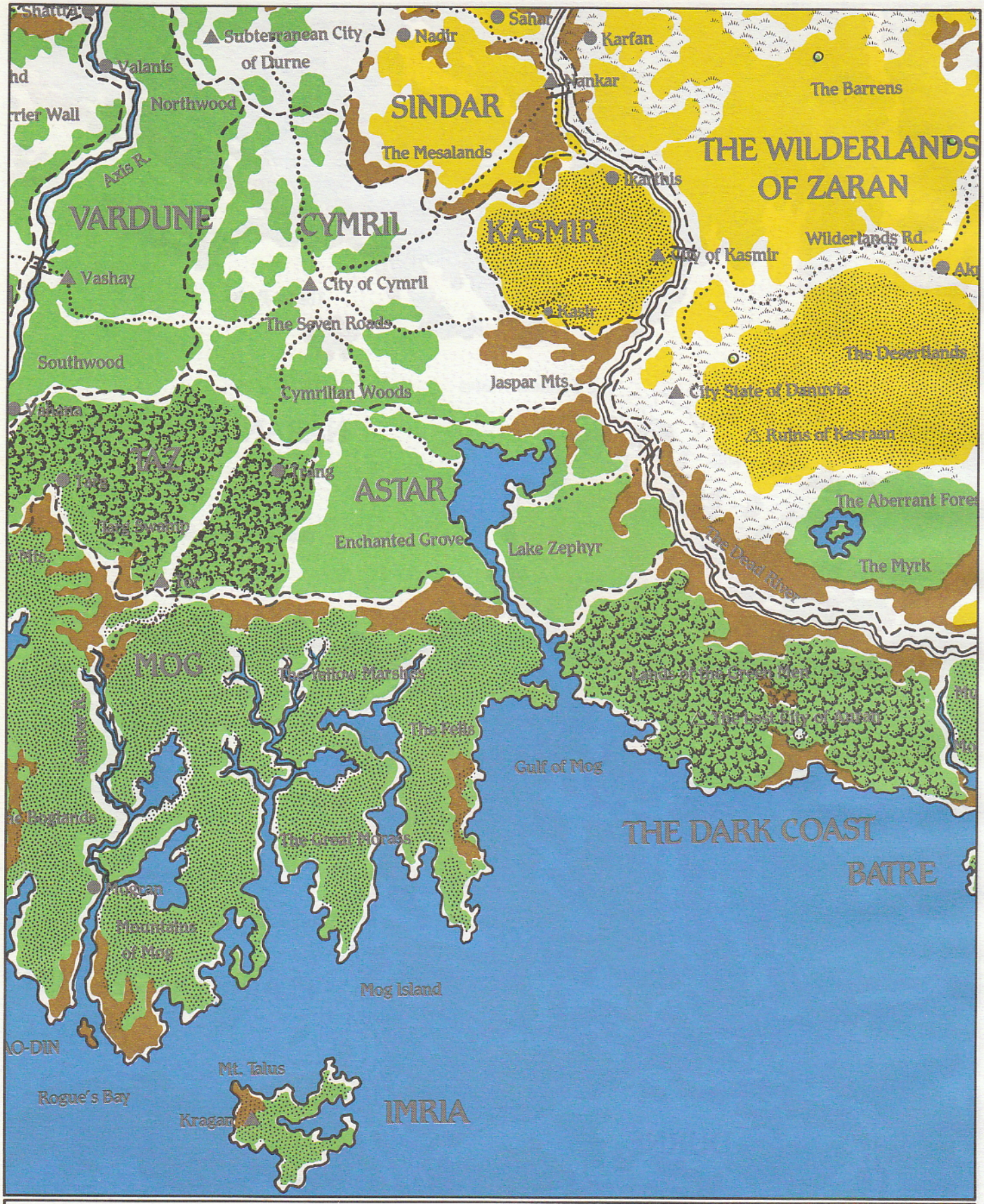

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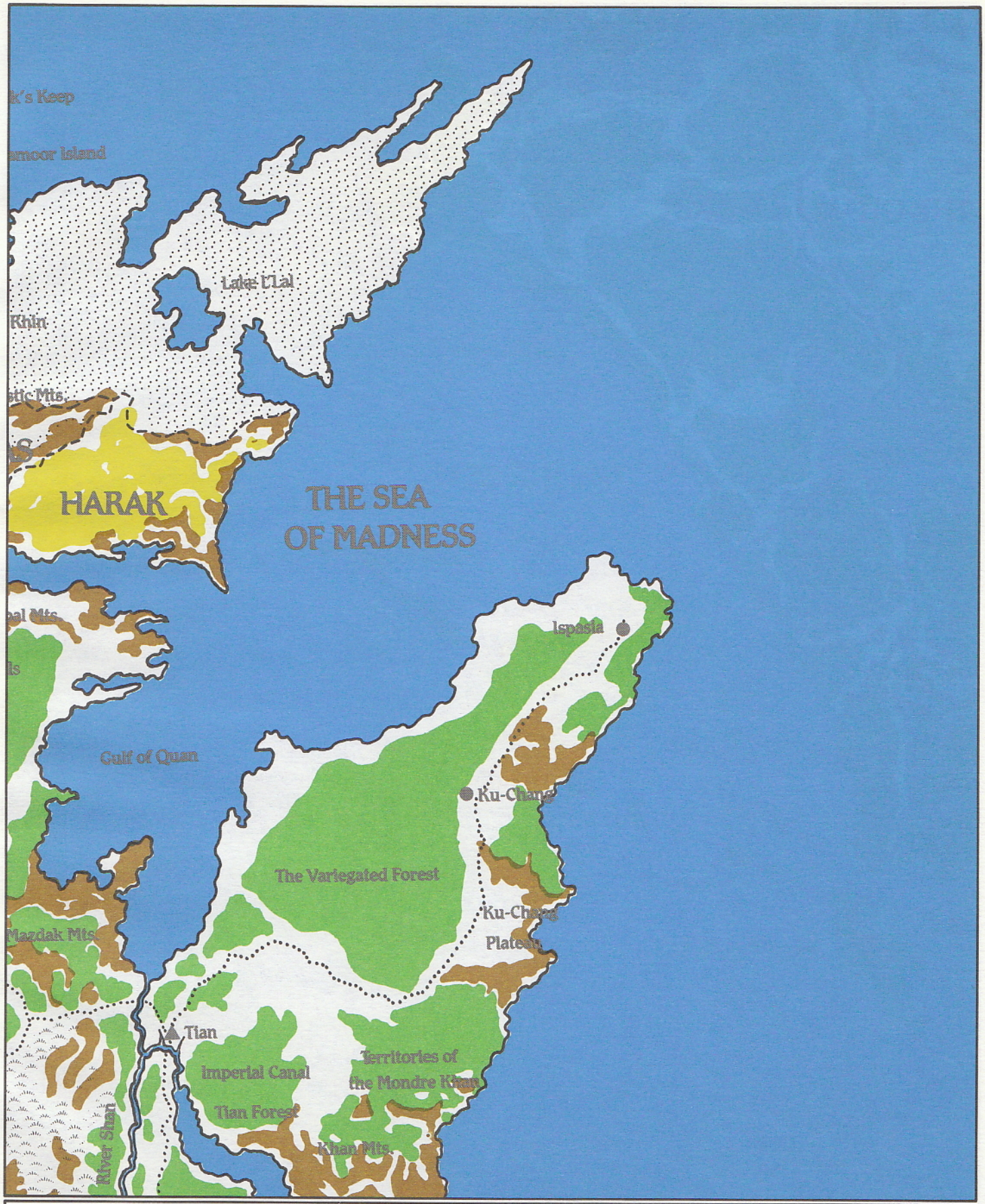
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the Mondre Khan
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Aabaal: Aabaal is a coastal settlement located in western Aaman. It is renowned primarily as a place where Orthodoxist cult relics are made, fashioned from iron by a cloistered order of artisan-priests. The artisans of Aabaal are forbidden to deviate from the traditional designs and forms approved by the Hierophant, and are notable for their reclusive habits.

The Aberrant Forest: The Aberrant Forest is a bizarre woodland region located in the southwest sector of the Wilderlands of Zaran, and believed to have been created by errant magical forces unleashed during the Great Disaster. Countless varieties of mutated flora and fauna are said to be found here, including talking Mang trees, giant species of slugs and scavenger slimes, weird insect-reptile hybrids, and intelligent plant-creatures.

Acid Plains: To the east of the Smoke River lies the Acid Plains, a stretch of foul-smelling flatland dotted with pools of bubbling lye, acid, and other noxious compounds. The Ur clans of Urag are responsible for despoiling this region, which for several centuries has served as a dumping ground for waste products derived from the Ur's massive slag furnaces. The plains are largely devoid of life, with the exception of urthrax, crews of Darkling slave laborers (assigned to dump or retrieve wagonloads full of toxic wastes), and abominations (various types of mutated life forms).

Ahazu Lands: The dense eastern junglelands of the Dark Coast are home to the four-armed Ahazu, whose fierce war-tribes range throughout the region. The area is also populated by batranc, pseudomorphs, and malathropes, and so is generally avoided by most sensible folk.

Akbar: The citadel of Akbar is a formidable military outpost which stands at the mouth of a deep gorge, barring incursions by the Ur clans of Urag into the land of Arim. Its walls are over forty feet in height, and are flanked by fifty foot towers mounted with fire-throwers. No less than ten thousand Armite knife-fighters, scouts, archers and artillerists man this massive installation. Akbar also serves as a center for trade, and is occasionally visited by Jaka hunters, trappers, Djaffir merchant tribes, and Farad slave-mongers.

Akmir: Easternmost of the Seven Kingdoms' wilderlands outposts, Akmir stands at the crossroads between the city states of Maruk and Hadj. This archaic, walled fortress is regarded by professional men-at-arms as the most dismal of assignments. Situated far from civilization, Akmir is beset by harsh climatic conditions, wild beasts (such as omnivrax and malathropes), and clans of marauding bandits. Consequently, the fortress is manned by the dregs of Talislantan society: Jhangaran mercenaries, Arimite knife-fighters, renegade Ur clansmen, half-men, exiles, and so forth. Akmir also serves as a way-station for travelers in need of shelter, and is regularly frequented by Djaffir merchant tribes and Orgovian traders.

Al Ashad: Al Ashad is one of the two Djaffir settlements, the other being El Aran (*q.v.*). It is comprised solely of tents, arranged about a large oasis. The wells located here are heavily-guarded by the Djaffir tribes of Al Ashad, for water is a precious commodity in this region. It is said that the Djaffir merchant tribes prefer this settlement to El Aran, due to its close proximity to the Wilderlands Road and neighboring Carantheum.

Alm: Alm is a small village situated along the southwestern coast of Aaman. An especially fanatical order of Orthodoxists, known as the Flagellants, hails from this settlement. They can sometimes be seen wandering the roads of Aaman, beating themselves with ritual flails and chanting Cultist slogans.

Amber River: The Amber River runs from the Cinnabar Mountains of northern Mog to Rogue's Bay in the Azure Ocean. The river is aptly named, for it is rich in deposits of costly amber crystal. It is also inhabited by skalanx, steely-jawed chang, and other unfriendly organisms. The large Mogroth settlement of Mogran lies downriver, towards the south.

Amethyst Mountains: The violet-hued Amethyst Mountains surmount the northern forests of Tamaranth, encircling the Tamaranth Valley and the Ariane Maze City of Altan. Avian Gryphs patrol the skies above, and predatory exomorphs, malathropes and peaceful herds of wild silvermanes roam the woodlands below. There is a single, hidden trail which leads through the Amethyst Mountains and on into Tamaranth Valley. A rare type of violet stone, used in the making of the Ariane's tamar, is found only in this region, as are numerous unusual plant species (such as violet creeper and stranglevine), and predatory behemoths and beastmen from the nearby Plains of Golarin.

Ammahd: Ammahd is the capitol of Aaman, a church-state ruled by the Orthodoxist Cult. The city is part of the old Phaedran capitol of Badijan, which was divided in two following the long and bitter Cult Wars with the Paradoxists of neighboring Zandu. A towering structure, known as the Great Barrier Wall, now stands between Ammahd and the Zandir capitol of Zanth (*q.v.*).

Anasa: Anasa is a fortified Dracartan citadel which stands at the southern edge of the Red Desert, in Carantheum. It is primarily a military outpost, with its own fleet of duneships and a garrison of desert scouts. Some trade is done here, mainly with the Djaffir tribes.

Andurin: The Citadel of Andurin is Aaman's largest military installation, and an important center for trade and commerce. The Knights of the Theocratic Order maintain this facility, where a sizable contingent of armored infantry, ogriphant-mounted cavalry, and heavy crossbowmen are stationed. Orthodoxist pilgrims often stop here to visit the Abbeys of Andurin, where acolytes are trained in the tenets of Orthodoxist dogma.

Arat: Arat is a large port city which once served as an Aamanian naval installation during the Cult Wars with neighboring Zandu. The facilities are now utilized by Aamanian merchant vessels, which sail along the coasts from the Aaman Canal (to Aamahd) in the north, to the port settlement of Alm in the south. Aamanian sailors will not venture beyond these areas, fearing that to do so will invoke the disfavor of their patron deity, Aa the Omnipotent.

Axis River: The Axis River flows from Lake Venda in the north of Arim to the southern coasts of Jhangara, emptying at last into the Azure Ocean. Though it is very wide, the Axis is somewhat shallow, and can be navigated safely along its entire length only by flat-bottomed skiffs, barges, and the like. The slow-moving waters can be tricky to navigate in spots, due to the presence of sandbars, snags, and (less commonly) giant river kra.

Azure Ocean: This great expanse of deep-blue water encompasses the whole of the western and southwestern coasts of Talislanta. It is traversed by the ships of many lands, including

Zandu, Aaman, Gao-Din, Imria, Parthene, and Faradun. Sea dragons are not unknown in these waters, and storm demons may be encountered hereabouts, particularly during the spring and fall months.

The Badlands: This sparsely-wooded sector of Yrmania is home to a race of sub-humanoids known as the Wildmen, whose loose-knit tribes may be found wandering aimlessly throughout the area. Yaksha, tundra beast and muskront also inhabit the rugged hills, ravines and tanglewood groves of this wilderness region.

The Banditlands: Bordered to the west by the Red Desert, and to the east by the Zaran Mountains and Volcanic Hills, the Banditlands is the refuge of the Za - a clannish and barbaric race, who claim to be descended from the original inhabitants of the lost kingdom of Zaran. This land of arid hills and scorched dust flats is the bane of merchants and travelers alike, who must suffer the depredations of desert kra, manrak, and opteryx, in addition to marauding parties of Za bandits.

Baratus Bay: In ancient times, the waters off the Dark Coast were the exclusive domain of the Baratus - a semi-human race of sea-roving pirates, who terrorized the coastal regions of southern Talislanta for almost two hundred years. The Baratus are long since gone; their ships lay rotting on the ocean floor, their treasures buried in secret places scattered across the shores of the Dark Coast. Ahazu and MoorgWan (Mud People) vie for control of their former jungle sanctuaries, and giant sea scorpions lurk within the sunken hulks of their once-splendid sea vessels.

The Barrens: This section of the Wilderlands of Zaran is predominated by salt flats, scrub plains, and craggy hills. It is an extremely wild and dangerous region, inhabited by cannibalistic Enim, earth demons, herds of land lizards, wild mangonel lizards, and such dangerous predators as omnivrax and behemoths. A tribe of primitive humanoids, known as the Danelek, lives here. They mine salt and hunt land lizards and rock urchins, which they trade for food, metal utensils and weapons.

Batre: Batre is a tropical island which lies to the south of the Dark Coast. The isle is a popular stopover point for sailors, who come here to replenish their supplies of fresh fruit and water. A race of primitive humanoids, known as the Batreans, lives on the island in the villages of Domal and Lal-Lat (*q.v.*). The jungles around these two settlements abound with colorful avian species, fruiting and flowering plants, and predatory beasts (such as kaliya, marsh strider, and a tropical species of dractyl, which inhabits the hill regions).

Bay of Cicz: The Bay of Cicz lies adjacent to the eastern coast of Faradun, and the western coast of Chana. Mangar corsairs, sea demons, and giant sea scorpions are common to these waters, to the dismay of Farad merchant vessels and Imrian slave coracles, who must also traverse the Bay of Cicz.

Black Pit of Narandu: In legend, this purportedly bottomless fissure leads either to a vast underground sea, the entrance to a system of subterranean roadways, or the lower plane of Cthonia; Talislantan scholars seem to be unable to arrive at a consensus of opinion on the matter. Clouds of steam emanate from the depths of the Black Pit, freezing on contact with the frigid air and condensing into a variety of fanciful ice formations.

Blue Atolls: These small islands are part of the Crescent Isles chain, and are comprised solely of a brilliant variety of royal blue coral. Rainbow kra often secure their egg sacs to the numerous small inlets and outcroppings of the atolls, where they will be safe from giant sea scorpions and other marine predators,which infest the waters around the atolls.

The Boglands: The murky Boglands of Mog are home to bog devils, aramatus, and similarly unpleasant entities. The only intelligent creatures who regularly venture into the Boglands are Mogroth, who come here to gather mung berries. The Ardua of Vardune claim that a rare variety of lotus grows in this region, the blossoms of which are a golden amber in color. Supposedly created by the fabled magician Viridian, the plant's properties remain a source of speculation amongst horticulturists and botanomancers alike.

The Boru River: The Boru is fed by numerous small streams from the Topaz Mountains. The river serves as a natural boundary between the territories of the Green Men and Moorg-Wan (Mud People). Mudrays, skalanx, and various types of fresh-water mollusk are common in these waters.

Brown Hills: The Brown Hills of Yrmania are home to the Jaka, a race of humanoids whose features resemble a cross between wolf and panther. The sepia-tinged forests of this region teem with wild beasts of many types, including muskront, wild greymanes, yaksha, werebeasts, nighthawks, and omnivrax. Jaka hunters often transport hides, horn and wild beasts from this region for trade in Arim and Zandu.

Caprica: Caprica is the largest settlement on the isle of Thaecia, and the site of the annual "Festival of the Bizarre"; an annual exhibition of oddities and curiosities which is attended by visitors from across the Talislantan continent. The inhabitants of Caprica live in elaborate gossamer pavilions, and enjoy a lifestyle which is generally free from worry or strife.

Castabulan: Castabulan is a rocky isle, fringed with copses of tanglewood and stunted gall oak, and located off the western coast of Silvanus. A cabal of blue-robed astromancers resides on the island, in an eccentric "observatory" constructed of roughhewn timbers and stone. Descendants of a group of Phantasianswhose windship crash-landed on the isle in the year 447, the astromancers of Castabulan have developed a close affinity to the forces of nature, which they have had occasion to experience first-hand since being ship-wrecked long ago. Using instruments of their own design, they monitor changes in the weather, and claim through practice to be able to predict storms, droughts, and other meteorological phenomena.

It is customary for Zandir captains sailing to or out of the port of Zantium to send a messenger to Castabulan, in order to obtain advice on prevailing winds, tides, and so on. The usual procedure is for the messenger to leave a gift (food, wine, or supplies) at the foot of the stairs leading up to the observatory, ring a gong placed conveniently nearby, and wait. A harbinger imp will respond within a moment or two, carrying with it a scroll bearing the astromantic predictions for the day.

Castlerock: Castlerock is a high promontory of jagged basalt overlooking the straits of Khazad, and situated on the northern coast of Werewood. The mount resembles a natural stone fortification, and in fact may have been utilized for such purposes during the Forgotten Age. It is thought to be a roosting place for wind demons, and is now avoided.

Celia: This sylvan island is part of the Thaecian Isles chain. It is notable for its exotic flora, and for its singular resident - a Thaecian temptress known only as the Enchantress of the Shoals, whose splendid manse stands on a hill overlooking the ocean. Here, it is said, one may petition the Enchantress to grant a wish in return for a favor. It is unclear what manner of fa-

vor the Enchantress requires in return for her aid.

The Cerulean Forest: The Cerulean Forest of northern Quan is so named for the plants and trees that grow here, which are resplendent in various shades of blue. It is the practice of individuals who traverse these parts to string sturdy nets above all wagons and campsites; a precaution intended to ward against attacks by metal-plumed shriekers, who atempt to skewer prey by diving down upon them from the treetops. Costly cerulean dyes, rare herbs, and wild beasts (such as muskront, yaksha, and omnivrax) are found in this woodland region.

Chana River: The Chana River is a tributary of the River Shan. The murky waters of the Chana are infested with aramatus, skalanx, and hordes of grey ikshada: explaining, perhaps, the Chana Witchmen's extreme reluctance to cross almost any body of water. Many varieties of rare plants and herbs grow along the banks of the Chana River, and Imrian Slavers occasionally venture into these areas in order to obtain stores of fresh provisions; primarily, slugs and giant waterbugs, which the Imrians regard as delicacies.

Chasmrock: Chasmrock is a great canyon located in the Jade Mountains of southern Quan, and flanked on both sides by rows of twisting stone spires. Nagra spirit trackers come here to hunt manrak - horrid man-raknid hybrids, the heads of which bring a sizeable bounty in the Quan Empire, Faradun, and other lands. Black diamonds are also found in this forbidding region, where civilized men rarely dare to go.

Cinnabar Mountains: The crimson-peaked Cinnabar Mountains extend from the Axis River east to the edge of the Dark Coast, serving as a natural border between the Seven Kingdoms and the swamplands of Mog. Kite-winged batranc glide among the upper altitudes, where a fleet of six Phantasian windships once crashed enroute to Cymril. The vessels, along with their cargoes of dream essence and magical paraphernalia, have never been located.

City of Cymril: Cymril is a fabulous city constructed of glittering green glass, generally regarded as the capitol of the Seven Kingdoms. It is notable as the site of the Lyceum Arcanum, Talislanta's foremost institute of magic, and as an important center of trade. Cymril's enlightened views on magic have made the city a popular haven for wizards, magicians, and other practitioners of the arcane arts.

City of Kasmir: The city of Kasmir is the capital of Kasmir of the Seven Kingdoms, and an important center for commercial and financial ventures of all sorts. The populace works and lives in windowless stone towers, intended to safeguard their considerable stores of wealth. The folk of Kasmir are shrewd money lenders and appraisers, and bear a well-deserved reputation as misers.

City State of Danuvia: The independent City State of Danuvia is a sovereign state ruled by a royal Gynecocracy - a government run exclusively by females, under the authority of the Queen of Danuvia. The city state is notable for its mercenary army, which is comprised solely of female archers, lancers (mounted on aht-ra imported from Djaffa), and swordswomen. A great pageant,known as the Connubial Feast, is held here once each year, for the purpose of finding suitable mates for the Queen.

City State of Hadj: The independent City State of Hadj is located south of Djaffa, in the Wilderlands of Zaran. It is home to the Hadjin, a fabulously wealthy people of lofty and elevated airs. The Hadjin Ruins, situated adjacent to the city, are a great attraction to itinerant adventurers, who come here in droves to tour or explore the ruins (the Hadjin charge a fee for such privileges, which do not come cheaply).

Cliffs of Khazad: The sheer cliffs ringing the coastline of Khazad measure up to two hundred feet in height, and are impervious to all but the most skillful or desperate climbers (level of difficulty ranges from 6-12). Of interest to scholars of the occult are the giant diabolical visages carved into the cliff-sides along the northern coast, which are said to represent various members of the Shaitan hierarchy. A particularly odious clan of horned devil-men have made their homes in the mouths and eye-sockets of these immense stone effigies, further complicating attempts to study the cliffs at close range.

City State of Maruk: The City State of Maruk purportedly lingers under an age-old curse, a theory which cannot easily bedismissed. The city is a shambles: its once-prosperous orchards, and farmlands are barren; its people, forced to sell ogront dung in order to earn a living, are all destitute and dispirited. The ruling council of Maruk has offered a reward of one hundred thousand gold lumens to anyone who can remove the curse, if indeed there is one. To date, all attempts to rectify the situation have been for naught.

Cliffs of Bahahd: These precipitous cliffs have long protected Arim from invasion by the Ur clans of neighboring Urag. They stand over 300 feet in height, and are nearly impossible to scale (level of difficulty: 12). Bands of avian Stryx once lived in caves dug into the face of the cliffs, until they were smoked-out by Arimite knife-fighters.

Conjuror's Point: This rocky peninsula of land is named for the legendary magician, Cascal, who was reputed to have kept a small vacation cottage here during ancient times. An homunculus, left untended in one of Cascal's vats, supposedly escaped while the magician was away on business, and laid waste to his cottage. The inhabitants of nearby Zantium claim that this creature still lives on Conjuror's Point to the present day, and blame the homunculus for almost any occurrence for which there is no ready explanation, including incidences of missing persons, lost articles, and acts of violence.

Coral City of Isalis: Accessible by three outlets of the River Shan, the Coral City of Isalis is located in the midst of the Inland Sea. A natural reef serves as the foundation for the city, which is fashioned of pink, blue, red, and green varieties of coral. Isalis is home to a semi-aquatic race of humanoids, known as the Sunra. Slaves of the Quan Empire, the Sunra keep a great armada of dragon barques, merchant skiffs, and fishing boats moored at Isalis, which serves as an important naval facility. Sunra seafarmers work the shallows around the city, harvesting crops of seaweed, algae, and edible mollusks. Moonfish, considered a great delicacy by the Quan, are also found here. The "streets" of Isalis are actually narrow waterways, which course in and around the long rows of elegant coral structures.

Coven Island: Situated off the coast of Khazad, Coven Island appears as a bleak and deserted-looking mound of stone. The isle is pock-marked with caves and tunnels, which some say once served as a hiding place for witches seeking to avoid persecution by the Orthodoxists of Aaman. It is not known if the isle is currently inhabited.

Crystal Mountains: The icy peaks of the Crystal Mountains extend from the Lost Sea to the borders of Tamaranth. Impassable except by means of a handful of little-known trails, the moun-

tains are known to contain deposits of blue diamond - the so-called "permanent ice" of legend. Avalanches, ice dragons, frostweres and other hostile entities pose dangers to would-be prospectors.

Dagger Ridge: This line of knife-like peaks separates Kharakhan from the Shadow Realm. Dagger Ridge is considered impassable to all but the most expert climbers (level of difficulty: 10+). It is wise to keep in mind that satada are expert climbers, and that such creatures are not unknown in these parts.

Dalia: Dalia is a scenic tropical island which lies amidst the Thaecian Isles chain. It is considered one of the most splendid places in Talislanta, the presence of a species of small winged parasites (known as neurovores) notwithstanding. Many varieties of costly magical herbs grow wild on the island.

The Darklands: The mountainous southern realms of Urag together comprise the region known as the Darklands - a hostile wilderland, long since stripped of much of its natural resources by the monstrous Ur clans of northern Urag. Above ground, erosion by wind and rain has rendered the land barren of vegetation, and unable to support all but the most persistent varieties of chokeweed, lichen and briars. Far beneath the earth, crews of Darkling slave-miners toil ceaselessly in the played-out mines, tunneling in search of the few remaining veins of silver and black iron ore. A handful of Darkling tribes fortunate enough to have eluded or escaped the Ur clans still make their home in the cavernous deeps, fearful to emerge from hiding lest they be captured and put to use as slaves. Giant land kra also dwell in these underground regions.

Dead River: The Dead River was once the greatest waterway on the continent, running from the Lost Sea (formerly the North Sea) south and east to the borders of Faradun. When the North Sea inexplicably dried up, so did all of its outlets. The Dead Riveris now a winding chasm; difficult to cross due to its depth (which ranges from ten-to-forty feet in the vicinity of Urag, to as much as a hundred and twenty feet throughout much of its southern end). It is less difficult to traverse the length and breadth of the Dead River, which forms a natural trail extending across much of the continent. Djaffir merchants, Orgovian traders, travelers, and merchant caravans sometimes follow this route. So, alas, do a variety of hostile creatures, including behemoths, malathropes, chasm vipers, Za bandits, and satada.

The Desertlands: This stretch of parched terrain, located to the southeast of the City State of Danuvia, is one of the most desolate regions on the continent. Nothing grows here, for there is no water. The only creatures who can tolerate these environs are horned devil-men and sand demons, neither of which require moisture to survive. Both require sustenance, however, and so hunt each other relentlessly. Scattered across the landscape are the remnants of several ancient civilizations, along with the skeletons of unlucky travelers and their beasts; all almost perfectly preserved due to the excessively hot and dry climate.

Desolate Hills: The Desolate Hills of far northern Yrmania are largely uninhabited, save for yaksha, tundra beast, and the ungainly creatures known as lopers. Semi-precious stones can be found in low depressions throughout the hills, a factor which occasionally draws would-be prospectors to this region.

Devil's Swamp: The westernmost sector of Mog, known as Devil's Swamp, is a region rich in exotic forms of plantlife, amber, and quaga. Unfortunately, this area is also the domain of bog-devils, who come here to hunt swamp demons and water raknid eggs; the latter, a delicacy amongst bog devils. The Mogroth who live in this area tend to congregate in small settlements located around the mountainous southern peninsula, avoiding the lowland areas.

Dhar: Situated in the southern forests of Tamaranth, Dhar is the largest of all Gryph settlements, consisting of nearly a hundred communal eyries nestled high in the treetops. Among these is a large Council Eyrie, where the chieftains of all the many Gryph clans come to meet each year, during the first week of Jhang. The areas around Dhar are regularly patrolled by heavily-armed Gryph scouting parties, who do not take kindly to unauthorized intruders venturing into their territories.

Dire Woods: This unpleasant-looking region occupies that portion of Silvanus through which the Necros River runs. It is overgrown with thornwood and hangman's tree, all hung with strands of grey-black spidermoss. The woods bears its name from its awful inhabitants, which include ghasts, malathropes, necrophages and a giant species of river kra, to name but a few. Legends of hidden treasure, supposedly buried here by an extinct race of seafaring marauders, go largely unheeded. Even the Sarista, who love gold as much as any, have no desire to enter the Dire Wood.

Domal: Domal is one of two settlements located on the isle of Batre, which lies off the Dark Coast (the other is Lal-Lat; *q.v.*). The village consists of a number of mud and thatch hovels, inhabited by brutish Batrean males, and a large communal hut utilized by the beautiful females of the species. A living "wall" of thornwood surrounds the entire complex, providing protection from wild beasts and bands of marauding Imrian slavers. The Batrean males are in the habit of selling their womenfolk for gold, and do not take kindly to poachers.

Donango: Donango is a beautiful tropical island situated in the Crescent Isles chain. Despite its placid outer appearance, the island literally crawls with sea demons, and is a virtual deathtrap. The sea demons of Donango are rumored to keep vast hoards of treasure in their undersea caverns, scavenged from the hulks of sunken vessels.

Dracarta: The Crimson Citadel of Dracarta is the capitol of the Desert Kingdom of Carantheum, and a burgeoning center for trade and commerce. The city is famed for its thaumaturges, who constructed its three-fold walls and towering obelisks from solidified sand, plated with liquified red iron. Duneships, land barges and land arks depart from the Crimson Citadel throughout the year, bearing cargoes of red iron and thaumaturgical wares, or travelers headed for destinations in the west. They return laden with goods from many lands: precious stones from Arim, Cymrilian amberglass, crystals from Durne, scintilla from the swamps of Jhangara, and solidified blocks of water from Lake Zephyr, in Astar of the Seven Kingdoms. Dracarta maintains a large army of desert scouts, several hundred Yassan technomancers, and an impressive fleet of duneships. The King of Carantheum lives here, in the Crimson Palace.

Dragonrock: This immense, active volcano is the source of the River of Fire, and the Firefalls. Pyro-demons and earth demons are said to inhabit its depths, according to some Talislantan scholars. The local sauran tribes claim that the volcano's exhalations are actually the fiery breath of the dragon Satha, patron mother-deity of the sauran race.

Dragon's Grave: This dead volcano, located somewhere in the central region of the Volcanic Hills, is purported to be the fabled "dragon's graveyard" of many a Rajan and Dracartan folk tale. According to legend, it is traditional for all crested dragons

to come here when it is their time to die. The interior of the dead volcano is believed to be littered with the remains of untold hundreds or thousands of these great monsters, popularly depicted as having carried their most treasured possessions with them to the grave. Treasure hunters and ivory traders have searched for Dragon's Grave for centuries, and some even claimed to have found the place, and become rich. Others no doubt met an untimely end at the hands of the sauran tribes, raknids, araq, or vasps.

The Dread Forest: This dense and tangled region lies adjacent to the Necros River in Werewood. It is a favorite haunt of ghasts, necrophages and the like, and so is generally avoided except by certain varieties of pseudo-demon; most notably, fiends, who seem in some unknown manner to be drawn to the ancient ruins which lie scattered throughout the northern part of this region.

Drukh Lands: The wooded hills and mountains of northern Arim are the domain of the fierce Drukh tribes - bestial sub-men of violent temperament, who dye their long hair, beards and skin with the juice of the purple barb-berry. Muskront, herds of wild greymane, exomorphs and yaksha can also be found in this region.

Eastern Borderlands: The region known in the Seven Kingdoms as the Eastern Borderlands is actually the westernmost edge of the Wilderlands of Zaran - an arid expanse of terrain, inhabited by marauding packs of beastmen, lopers, wild mangonel lizards, and omnivrax. The borderlands are patrolled by mercenary scouts from the outposts of Karfan and Ikarthis, who are often required to complete grueling ten-day tours of the region without outside support or back-up. Not surprisingly, a tour of duty in the Eastern Borderlands is considered one of the most difficult and thankless assignments which a mercenary warrior or scout can draw.

El Aran: El Aran is a Djaffir tent settlement identical in most respects to Al Ashad (*q.v.*). It is said that the Djaffir bandit tribes prefer this place to Al Ashad, due to its isolated location in the desertlands of northern Djaffa. Sand demons proliferate in this region.

Emerald Mountain: Standing amidst the Sea of Glass in Faradun, Emerald Mountain is an imposing peak comprised entirely of a strange, greenish ore. Scholars have speculated that the mountain was once an active volcano, from which spewed forth a lake of liquid green crystal (which later cooled, becoming the Sea of Glass). Cymrilian glass miners who have tested the metallic green substance of Emerald Mountain have reportedly found it to be both incredibly hard and resistant to heat; so much so, that smelting the green metal was considered a practical impossibility.

The Emperor's Road: The Emperor's Road spans the length and breadth of the Quan Empire, from Hadran to Ispasia, and from Karang to Vishana. Without doubt, it is the best-maintained roadway on the continent, showing signs of neglect only in the dangerous jungle regions of the south. A minimum toll of five gold lumens is charged at all bridges and city gates, the alleged purpose of these exorbitant fees being to keep the roads clear of riffraff. Heavily-armed Kang sentinels patrol the Emperor's Road at regular intervals.

Enchanted Grove: This scenic woodland is home to much of Astar's Muse population. It is largely free of predatory beasts, though the grove suffers from an overabundance of the pestiferous sprite-like creatures known as woodwhisps. Harpwood, whitewood, and sorcerer-tree grow wild in the region, which is renowned for the enchanting musical instruments created by the Muse Esthesians who dwell here.

Erendor's Way: This rugged trail, which winds its way through a good portion of the Volcanic Hills region, is the same one which some scholars claim was followed by none other than the legendary Erendor; a wizard of ancient Elande, who is purported to have hidden all his most precious possessions in a maze of caverns located somewhere in the vicinity. Neither Erendor, his possessions, nor his caves have ever been found, possibly due to the distractions which aspiring treasure-hunters must overcome while attempting such endeavors. These include, but are not limited to, sauran war parties, raknids, araq, land dragons, wild striders, and vasps.

Eros Isle: This sylvan atoll is part of the Thaecian Isles, and is one of the most beautiful islands in the Azure Ocean. A hedonistic cult of violet humanoids, known as the Thiasians, lives here in fanciful dwellings constructed of woven vines, sea shells, and bits of colored coral. They are an intriguing people, renowned for their exotic dances, but lacking interest in most practical matters. As both male and female Thiasians are exceptionally attractive, they are greatly-favored as consorts. They have often been victimized by Imrian slavers, who seek to capture Thiasians for sale in Faradun or the Quan Empire.

Fahn: Fahn is an island paradise, located amidst the Crescent Isles archipelago and inhabited by a peaceful race of plumed albinoids, known as the Sawila. They live in graceful dwellings made of woven grasses and suspended from the boughs of towering deodars. The Sawila are skilled in a peculiar form of white witchcraft, which enables them to "weave" spells through the use of enchanting songs and dances. It is rumored that the Sawila employ their subtle magics to charm great sea monsters and to effect changes in the weather; both methods being employed to discourage the depredations of Na-Ku cannibals, Mangar corsairs, Imrian slavers, and other hostile entities.

The Fangs of Golarin: These twin spires of rock are located along the western border of the Plains of Golarin. Standing over a hundred feet in height, the "Fangs" are a favored roosting place for ravengers, as they scan the surrounding environs for food.

The Far Reaches: Northernmost of the frozen territories of Narandu, the Far Reaches are inhabited mainly by frostweres, lopers, and ice dragons. Parts of the area are believed to have once been underwater, perhaps explaining the legends of shipwrecked vessels frozen in solid blocks of ice.

The Far Seas: The body of water known as the Far Seas stretches across a vast area, from the island of Nefaratus to the northern tip of the Quan peninsula, and far to the east. Uncharted at its southern and easternmost extremes, the Far Seas are often wracked by tropical storms, particularly during the spring months. Giant sea scorpions, sea demons, and other malefic entities are known to infest these waters.

Farique: The mystical island of Farique is part of the Thaecian Isles chain, which stretches in a three hundred mile arc across the western reaches of the Azure Ocean. There is an enchanted fountain on the island, located high atop a peak surrounded by dense jungle, the waters of which are purported to confer continued youth and longevity. A single ounce of the "Waters of Farique" sells for as much as five hundred gold lumens in some lands, but is said to be notoriously difficult to obtain; the "fountain" emits but a trickle of liquid, and the jungles around the isle are rife with drac, aramatus, and water raknids. Furthermore,

the fountain seems to draw winged ravengers from the coasts of Mog, a fair percentage of which one may assume to be both youthful-looking and long-lived.

The Fells: The Fells are arguably the most dangerous and foreboding of Mog's numerous swamplands, being inhabited by such menacing entities as kaliya, swamp demons, alatus and giant mantrap. Dealers in contraband sometimes send agents into this region to obtain costly black lotus, and the intoxicating pollen of the mantrap (known as *euphorica*).

Fetish Island: Part of the Crescent Isles archipelago, Fetish Island is named for the many hundreds of stone images and totems which can purportedly be found in the jungles of the interior region. Most of these devices are one-to-two feet in height, and weigh up to about thirty pounds. The cannibalistic Na-Ku of neighboring Pana-Ku claim that these stone fetishes have magical properties (specifically, that the totems are "alive", and can speak in tongues), and favor them greatly. The isle is infested with virulent predatory and parasitic species, however, including grey ikshada, urthrax, and alatus.

Firefalls: The River of Fire (*q.v.*) terminates in the spectacular natural phenomenon known as the Firefalls - a torrent of liquid flame, cascading downwards into a deep chasm. Viewed at night from the surrounding Volcanic Hills, the Firefalls are said to present a most impressive display. Sight-seers are advised to keep an eye out for pyro-demons, which often swim in the River of Fire.

Forbidden City of Ahrazad: The Forbidden City is home to the ruler of Arim, a recluse known as the Exarch. Here, in his lofty mountain retreat, the Exarch lives in seclusion, surrounded by his retinue of bodyguards, concubines and royal wizards. Shipments of gold and gemstones are brought here by caravan once each month. Aside from this, the Exarch's only contact with the outer world is through his spies, who keep him appraised of the machinations of his most feared enemies: the Revenants, a secret society of assassins who may well be the true rulers of Arim.

Forbidden Straits: The narrow waterway which lies between the southern Chana peninsula and the island of Nefaratus is largely avoided by Talislantan sailors, and for good reason. These are the territorial waters of the Black Savants of Nefaratus, who patrol the area in ominous, black-hulled vessels. Imrian slavers - who, by virtue of a secret arrangement with the Black Savants, are allowed to pass through the Forbidden Straits - claim that the Nefaratan ships are made of black iron, and are propelled by teams of night demons shackled with silver chains and driven on by giant Enim taskmasters. While most Talislantan scholars question the veracity of such tales, it has been reliably reported that the Black Savants' dark vessels are impervious to fire, and appear to move through the water at astounding speeds.

Forgotten City: The name of this ruined and forlorn metropolis has long since faded from the memory of Talislantan scholars, hence its current appellation. Even so, the majestic spires and domes of the Forgotten City still conjure up visions of the grandeur of a bygone age, and continue to attract explorers and adventures intent upon unearthing its ancient treasures: antique seeing stones, faded scrolls, stone sarcophagi, and other valuable artifacts. The proximity of hostile war bands from neighboring Rajanistan poses some danger to would-be archaeologists, as does the presence of sand demons and predatory satada.

Gao-Din: This rocky isle was once the site of a Phaedran penal colony. After the fall of the Phaedran Dynasty, the prisoners took over the island and converted the facilities into a makeshift settlement, now known as the Rogue City of Gao-Din. Sea Rogue vessels from Gao-Din sail the waters around Mog, and pose a hazard to merchant ships attempting to pass through the area. A large colony of sea demons, purportedly on good terms with the inhabitants of the Rogue City, is located nearby.

Garganta: Largest of the Thaecian Isles, Garganta is a great and irregular mound of volcanic rock. The island is populated by Monoliths - gigantic entities of living stone, who are believed to be among the oldest creatures in the world. Wind demons also come here at certain times of the year to engage in their violent courtship and mating rituals (the gift of a live humaoid is an offering which few female wind demons can refuse, or so it is said).

The Ghostlands: The arid and inhospitable region known as the Ghostlands lies in the northern part of the land of Faradun. No living creatures can tolerate the harsh climate of this forbidding locale, with the result that only necrophages, shadow wights, disembodied spirits, and pseudo-demons are to be found in these parts. The Farad claim that ancient crypts and barrows, rumored to contain the cursed remains and trappings of a vanished race of necromancers, are hidden beneath the scorching sands.

Gnorlwood: The Forest of Gnorlwood is located in the south central region of Werewood, adjacent to the Zandir border. It is one of the oldest woodlands in Talislanta, its once-tall trees now stooped and withered with age. The softly sloping hillocks of this area are home to the Gnorls; an ancient race of humanoids which many scholars regard as the earliest known ancestors of the Gnomekin of Durne. The Gnorls of Gnorlwood live in underground hovels, and are generally reclusive by nature - a reasonable attitude, as the surrounding woods abound with banes, mandragore, and giant shathane.

The Gorge at Akbar: This deep chasm runs through the Onyx Mountains, forming a natural passage from Urag to Arim which is blocked only by the Arimite citadel of Akbar (*q.v.*). Arimite scouts patrol the heights above the gorge, alert for signs of intrusion by the warlike Ur clans and their allies.

Gramarye Isles: These four tiny islands, together constituting the easternmost link of the Crescent Isles chain, are swathed in crimson jungle. A primitive cult of seers and diviners, known as the Orad, once made its home here. They are believed to have been hunted to extinction by a great colony of sea-scorpions, the only traces of their presence being the strange paintings found in numerous caves scattered throughout the isles.

The Great Barrier Wall: Sixty feet in height and over forty miles long, the Great Barrier Wall stands between the two rival nations of Aaman and Zandu. An event known as the Clash of Champions is held atop the wall once each year, attracting spectators from across the continent.

The Great Morass: The Great Morass is a wild and treacherous swampland considered by the Mogroth to be utterly impassable. Individuals who attempt to traverse this region on foot sink swiftly below the murky waters. Passage by boat is made impossible by the presence of skalanx, and kite-winged batranc patrol the skies overhead. The reputed presence of an island of solid amber, situated in the midst of the Morass, is not enough to lure any remotely sensible person to this region.

Green Lagoon: The Green Lagoon is a swirling quagmire - a sinkhole, into which the waters of the east Sascasm River are

slowly and irresistibly drawn. Many different types of creatures visit this region to drink from the Lagoon, including banes, werebeasts, malathropes, ravengers, and shathane. More than a few fall prey to skalanx, which lurk below the surface, anchored by their tails to the roots of massive swamp trees.

The Greylands: The barren hills and steppes known as the Greylands were once the domain of numerous wild sub-men tribes, the scattered descendants of which are rumored to still remain in some secluded parts of this region. The Kang deny that any such tribes still exist, and claim that the only creatures inhabiting the Greylands are wild tarkus, striders, durge, winged azoryl, and perhaps a handful of crested dragons. Kang scouting parties keep watch along the western borders of this region, alert for signs of Sauran invaders.

Grod: Grod is one of three large fortified settlements located in Urag, the other two being Krag and Vodruk. Each is constructed of cracked stone, earth, and rough-cut timbers, the rude structures enclosed within an outer wall topped with iron spikes. Surrounding the entire settlement is a ditch filled with raw sewage and crawling with scavenger-slimes, urthrax and other vermin. The Ur consider it great sport to lower captives into their "moat" by means of a rope and winch mechanism, using the victims as "bait" to catch whatever may be lurking below the surface of the water. Stationed at any of the three Ur settlements will be an Ur-king (commanding a personal retinue of several hundred Ur clansmen), ten warlords (each commanding a force of at least a hundred clansmen); a number of stryx scouts, several battalions of darkling slaves, and a contingent of beast-drawn siege towers, fire-throwers, rams, and slave-powered scourges.

Groves of Serenity: The beautiful moss gardens, topiary mazes and shaded arbors of the groves are the product of untold generations of Mandalan savants, who created these patiently-crafted settings for use as places of relaxation and meditation. The area is still tended by Mandalans, though it is seldom used anymore due to the Quan, who have outlawed such practices.

Gryph Lands: The great forests of Tamaranth are the traditional territories of the winged Gryph clans, whose tree-top settlements are situated throughout this dense woodland region. Innumerable species of avian creatures reside here, or migrate to Tamaranth during the fall months. The Gryphs offer them protection, and in return receive information gathered from across the continent. Exomorphs, malathropes and shathane also dwell in this region, though their numbers are kept in check by Gryph hunting parties.

Gulf of Mog: This wide body of water borders the swamplands of Mog and the Dark Coast. The gulf is primarily the province of Imrian slavers and Sea Rogues from the island of Gao-Din. Still, skittish Zandir and Farad captains occasionally brave these waters, preferring to follow the coastline rather than venture into the open sea. Giant zaratan and skalanx are sometimes spotted in the gulf, and sea demons are not uncommon here.

Gulf of Quan: The blue waters of the Gulf of Quan are seldom sailed, particularly since the building of the Imperial Canal. Sunra dragon barques still patrol the northern end of the River Shan, but rarely venture into the bay itself, which is now frequented mainly by sea dragons and giant sea scorpions.

Gulf of Silvanus: This narrow and winding inlet is considered unnavigable, due to the presence of maelstroms and unpredictable cross-currents. Ancient sea dragons are believed to sleep in the depths, another reason why Talislantan sailors prefer to steer clear of these waters.

Hadjin Ruins: The area comprising the Hadjin Ruins is actually a vast burial ground littered with stone towers, each a mausoleum, in which are interred the remains of the Hadjin's early ancestors. The Hadjin provide tours of the ruins, and allow individuals to explore the mausoleum towers should they choose to do so. In either case, a fee must be paid to the City State of Hadj.

Hadran: The Citadel of Hadran is the largest military installation in the Quan Empire, housing thousands of Kang troops, strider mounts, tarkus and support personnel. Constructed of marbled green and black stone from the nearby Jade Mountains, the fortress serves as the headquarters of the mighty Overlord - ruler of the Kang, and advisor to the Emperor of Quan. Hadran overlooks a bridge which spans a yawning chasm, allowing access to the far-reaching Quan Empire. A toll of one hundred gold lumens is charged to all visitors of foreign extraction. Foreign merchants cannot do business in Quan without an official permit; a leaden tablet stamped with the Emperor's seal, which can be obtained for the price of one thousand gold lumens.

Hand of Urmaan: This hundred and fifty-foot tall stone configuration, located in the Jade Mountains of Rajanistan, resembles a massive, grasping hand. According to the Rajans, this oddity was created by Urmaan, the first ruler of Rajanistan, and a necromancer of fearsome capabilities. Its purpose is unknown, though some say that the hand serves to ward the necromancer's underground sanctum, the secret entrance to which may be hidden somewhere in the vicinity.

The Ice Peaks: These frozen shards of ice are said to be haunted by frost demons. As far as anyone knows, theyare the only creatures who possess any desire to venture into this region of Narandu.

Ikarthis: Westernmost of the Seven Kingdoms' wilderlands outposts, Ikarthis is situated adjacent to the eastern border of Kasmir. In most respects it is similar to the outpost of Akmir (*q.v.*), though Ikarthis is considerably less-isolated, and better-provisioned. Djaffir merchants and Orgovian traders often stop here, offering fresh provisions, mounts, and goods from the east.

Imperial Canal: This man-made waterway was built to allow access to the lake city of Tian, via the Gulf of Tian and the Far Seas. It was constructed in twelve years by large crews of Vajra slave laborers, at a terrible cost in lives. A system of locks and channels allows traffic on the canal to be strictly monitored. Quan pleasure barges, Sunra fishing vessels, and other vessels utilize the Imperial Canal, but the waterway is of an insufficient size to accommodate the large dragon barques of the Sunra - an oversight attributed to the Quan rulers, who insisted that the canal be constructed as quickly as possible.

Imria: Imria is a large island cloaked in dense jungle and swampland, lying off the southeast coast of Mog. A race of amphibious humanoids, known as the Imrians, lives here in the lagoon settlement of Kragan (*q.v.*). Elsewhere, the isle is infested with virulent lifeforms, including kaliya, horned apes, kra, crag spiders, man-eating plants, and swamp demons.

The Inland Sea: The Inland Sea is located in the south central region of the Quan Empire, to the north of the jungle outpost of Vishana. Sunra dragon barques and fishing vessels ply this formidable expanse of jade green waters, which is fed by the River Shan. Here are found such exotic creatures as moon fish (a delicacy, reserved by law for the enjoyment of the Quan ruling class), nar-eels (sought for their ivory horns), silveray, spiny-shelled echinomorphs, and a variety of giant lake kra. The Coral

City of Isalis, home of the Sunra, lies at the center of the Inland Sea.

Irdan: Irdan is a massive stone citadel which serves as the capitol of the desert kingdom of Rajanistan. Here the Khadun (ruler of the Rajan nation and Necromancer-Priest of the Black Mystic cult) resides within his sanctum in the Temple of Death, protected by his legions of fanatical followers: Rajan Necromancers, the elite Torquar, giant Shadinn warriors, and the nomadic Aramut, Zagir, and Virdtribes. Gold, mined in great quantities from the Jade Mountains, is smelted into ingots in Irdan, where it is used to purchase weapons and k'tallah from Faradun. Aside from the Farad, the city is closed to foreigners.

The Iron Citadel: The Iron Citadel is a ruined fortress of ancient and unknown origins, inhabited by a cabal of other-dimensional entities known as the Malum (or, in popular usage, "Shadow Wizards"). Its towers have eyes of carved obsidian, which constantly scan the surrounding environs of the Shadow Realm. Various strange and unnatural creatures roam the area, including fiends, monitor imps, sardonicus, and abominations.

Ironwood: The forest of Ironwood occupies the western portion of the land of Durne. The steel-grey ironwood trees which grow here are much-favored for use in heavy construction, for the wood is nearly as tough and resistant to damage as black iron. The presence of malathropes and shathane above ground, and giant land kra below ground, has deterred attempts to take advantage of this natural resource.

Isle of Ill Fortune: This rock-bound island is part of the Crescent Isles chain, and is believed to be uninhabited. Sailors have long considered the island to be cursed, though none recall precisely why this is so. The fact that the waters surrounding the Isle of Ill Fortune are the traditional mating grounds of giant sea scorpions may have something to do with this age-old superstition.

Isle of Lost Souls: This frozen isle, situated off the north coast of Khazad, is purported to be inhabited by the night demon, Thanus, and a number of his followers. It is believed that Thanus has a penchant for collecting souls, which his assistants gather by night and bring back to their island retreat. Here, Thanus stores the "lost souls" in enchanted amberglass vials, which he keeps on a shelf for his amusement.

Ispasia: Tucked away in the far northern corner of the Quan peninsula, Ispasia is a minor city state under the control of the Quan Empire. The local indigenes, known as the Ispasians, are mercantilists by trade. They perform a useful service to the Empire by transporting goods of all sorts across the length and breadth of Quan. Ispasian officials also help to regulate trade with other lands, and serve as economic advisors in most of Quan's cities and settlements. The Ispasians are loyal -- though hardly fanatical -- servants of the Empire, and perform their duties efficiently, and without complaint. In return, the Quan allow Ispasia a surprising degree of autonomy. Though a large garrison of Kang is stationed in the city state, the Ispasians are generally permitted to govern themselves (within the limits of Quan law).

Jacinthe: The coastal city of Jacinthe, located in eastern Quan, was once the center of Mandalan culture. It is now primarily a resort area for the Quan ruling class, whom the Mandalans serve as slaves. Kang Dragon troops guard the city from assault, and Sunra warships patrol the harbor, where Quan pleasure barges are sailed. Articles produced by the Mandalans of Jacinthe are highly valued throughout the Quan Empire and beyond, due to their exceptional quality.

Jade Mountains: The Jade Mountains sweep northwestwards in an arc, from the borders of the Jungles of Chana to the Volcanic Hills. The deep-green peaks of these ancient mountains are swathed in thick vegetation, and inhabited by such creatures as batranc, ravengers, Nagra spirit trackers, and numerous species of tropical birds, poisonous serpents, and giant insects.

Jaspar Mountains: The Jaspar Mountains extend in an irregular arc from the southern border of Kasmir, around the eastern end of Cymril, and along the northern border of Astar. There are several well-travelled trails leading through these mountains, which are known to contain veins of silver, black iron, tin and copper ore. Local flora and fauna include sponge-bristle, sickleweed, and satada in the arid northern reaches, and tanglewood, scimitar bush, malathrope and exomorph in the more temperate southern regions.

Jhangkin: Jhangkin is a Jhangaran settlement situated on the banks of the westernmost fork of the Axis River, at the point where the Axis empties into the Azure Ocean. It is primarily a military installation, where Jhangaran mercenaries gather, awaiting their next assignments. The swamps around Jhangkin abound with water raknids, marsh striders, batranc and bog-devils, and are entered only at risk.

Jhangkin Bay: This irregularly-formed waterway lies at the mouth of the western fork of the Axis River. Deposits of silt and sediment, accumulated over the course of many thousands of years, have rendered the waters unsafe except as regards the smallest and lightest ships. Flat-bottomed Arduan barge forts are able to ply these waters, though the appearance of these vessels so far to the south is a rare circumstance.

The Junglelands: Ringing the southern coast of Faradun, the Junglelands is one of the most hostile regions on the continent. The climate is abysmally hot and humid; the terrain, alternating between flooded swampland and mountainous jungle. All sorts of unpleasant creatures are found here, including winged apes, malathropes, alatus and aramatus. Despite the considerable danger, Farad monopolists send slave-crews into the depths of the Junglelands, in order to harvest k'tallah - an insidious narcotic plant which brings high prices on the Black Market in Tarun.

Kang-Tu: Kang-Tu is a walled fortress located at the furthest northern reaches of the Greylands, adjacent to the Cerulean Forest. It is primarily important as a base for Kang trackers, who regularly patrol the roads and trails around the borderland areas. There is some trade here with merchants from Kangir and Karang, but not much; Kang-Tu has long been a favorite target of the Saurans, who periodically storm the installation from their hideouts in the Volcanic Hills.

Kangir: Kangir is a fortified Kang outpost located at the eastern edge of the Greylands. It is essentially a training and supply facility, where great siege-engines are built, maintained, and refurbished. Several large garrisons of Kang warriors (predominantly strider cavalry) are stationed here, along with a sizeable contingent of Vajra engineers and artillerists. Merchants and traders from across the Empire often stop here, enroute to or from Karang, Hadran, or the capitol of Tian.

Karang: Karang is a walled citadel located at the foot of the Opal Mountains, in northern Quan. Much of Quan's Vajra population lives here, serving as slave laborers in Karang's vast mining installation. Ingots of black iron, silver, and gold are shipped from here by caravan to Shonan and Tian, along with chests of

precious and semi-precious stones. A large contingent of Kang troops is stationed at Karang, its purpose being to guard the citadel and its mining facilities from incursions by the barbaric Harakin tribes, and such predatory creatures as omnivrax, behemoths, and giant burrowing land kra.

Karansk: Karansk is a Jhangaran settlement constructed of rude axe-hewn timbers, sharpened like stakes and lashed together with ropes of braided hemp. The inhabitants of Karansk are mostly mud-miners, who make a living by dredging the riverbanks and swamplands for sapphires, amber and gold. The mud-mines of Karansk are dangerous places - virtual quagmires, teeming with aramatus (armored leeches), urthrax, and other vermin.

Karfan: Karfan is a small, walled fortress constructed in the northern region of the Eastern Borderlands by the Seven Kingdoms confederation of states. Like Akmir, to the southeast, it is a wilderlands outpost manned primarily by mercenary scouts and warriors. Facilities for travelers are woefully limited, however, and traders visit here only infrequently.

Kasir: Kasir is a wealthy Kasmir settlement, notable for its trapsmiths, who are considered unsurpassed in skill. The trapsmiths of Kasir are no doubt aware of their reputation, as evidenced by the exorbitant fees which they charge for their services (a minimum of one hundred gold lumens per day, plus expenses).

Khan Mountains: The sheer peaks of the Khan Mountains extend across the southern end of the Quan peninsula. Fierce tribes of nomadic half-men, known as the Mondre Khan, inhabit this region, as do giant shathane, shriekers, and omnivrax. The Khan Mountains remain a largely untapped source of minerals and precious stones.

Kharakhan Ruins: Blackened by firestorms, the cyclopean ruins of Kharakhan are among the most remarkable and strangely disquieting sights extant upon the Talislantan continent. The megalithic structures, some towering over four hundred feet in height, appear to have been built by and for a race of veritable giants. The same is true of artifacts and objects recovered from the ruins: silver coins four inches in diameter, ten-foot long swords, rings the size of bracelets. Though scholars have long been fascinated by the Kharakhan Ruins, thorough archaeological research remains a remote possibility for the foreseeable future. Bands of marauding Araq prowl the ruins and surrounding environs, as do Kharakhan giants - monstrous creatures who may be descended from the original inhabitants of this region.

Kharakhan Wastes: This ruined expanse of barren wastes is inhabited by the Araq, a misanthropic hybrid species combining the worst attributes of saurans and men. Kharakhan giants sometimes pass through these areas, searching the towering ruins for usable weapons and gear or hunting for land dragon and other large prey.

The Kiru River: The Kiru runs from the foot of the Topaz Mountains (the river's source) to the Far Seas. It serves as a natural boundary between the warring Moorg-Wan and Ahazu tribes. The river is infested with aramatus and chang, and is wholly unsafe to cross except by means of boats or rope bridges.

Korak's Mountain: In ancient times, the great sorcerer Korak had constructed on this spot a fabulous manse of eleven amber-glass towers, in which he kept his collection of wonders, curiosities, and amazements. Harassed by throngs of curious sightseers, the sorcerer finally retired to another dimension, taking all he owned along with him. A quirk of fate caused his manse and its collection of wonders to become trapped in a temporal rift, with the result that Korak's abode occasionally reappears for short periods of time (1-4 hours, generally) on the spot upon which it was originally built - the mountain which now bears the sorcerer's name.

Krag: Krag is one of three large Ur clan settlements located in Urag. It is similar in most respects to the fortified settlement of Grod (*q.v.*).

Kragan: Situated in a vast lagoon surrounded by hostile jungle, Kragan is home to the Imrians, a race of hulking, amphibious humanoids. This sprawling settlement consists of hundreds of reed and thatch hovels, plastered with mud and supported on stilt-like poles. It is accessible from the sea by means of several winding inlets, each heavily guarded by slave warriors and trained attack beasts. Imrian slave coracles arrive and depart from Kragan at all hours, bearing cargoes of slaves, wild beasts, gold, amber, and costly herbs.

Ku-Chang: Ku-Chang is an important mining installation located in the mountainous northeastern sector of Quan. Here, crews of Vajra slave laborers and engineers work to exhume a wealth of rich treasures: gold and silver, crystals, cinnabar and antimony, and a half-dozen varieties of precious stones. A garrison of Kang warriors and trackers is on hand, to keep the Vajra in line and to protect the installation from raiding parties of murderous Mondre Khan.

Ku-Chang Plateau: This rugged, rocky region is valuable to the Quan Empire, for it is rich in deposits of gold, silver and copper. It is also coveted by the Mondre Khan - tribes of half-men who occupy the territories to the south, and who have long resisted the forces of the Quan Empire. Kang patrols comb the plateau by day, searching for signs of the barbaric intruders, but do not dare to go forth at night. Crag spiders, cave bats, and other dangerous creatures occupy the caves and gullies of the Ku-Chang Plateau.

Labyrinths of Sharna: These maze-like structures lie scattered across a desert region which was once known as the Kingdom of Sharna, an area located to the south of Carantheum. There are perhaps as many as six dozen labyrinths here, each with its own unique configuration. Artifacts retrieved from the Sharna Labyrinths are considered valuable, due primarily to their avowed scarcity. Packs of ferrans are known to lair in underground tunnels situated in and around the region, which is purported to be haunted by nightstalkers.

Lake Lahsa: Lake Lahsa lies in the snowy reaches of western L'Haan. The Mirin sail its frozen waters in double-bladed ice skiffs, hunting for frostwere, tundra beast, and ice dragon. Ice-fishing is also a popular pastime in this region, though one enjoyed almost exclusively by Mirin ice-divers, whose uncanny metabolism enables them to survive in the freezing-cold waters below the surface of the lake. The crystal eggs of ice dragons, the shimmering blue pearls of the northern quaga, and various species of edible aquatic creatures are the rewards of their endeavors.

Lake Lir: Lake Lir lies in the frozen reaches of central L'Haan. This frozen lake is similar in most respects to Lake Lahsa (*q.v.*), but is the domain of frost demons.

Lake Myr: Lake Myr lies in the frozen reaches of western L'Haan. This frozen lake is similar in most respects to Lake Lahsa (*q.v.*).

Lake Rhin: Lake Rhin lies in the frozen reaches of central L'Haan. In most respects, this frozen lake is similar to Lake Lahsa (*q.v.*). Lake Rhin is much larger, however, and is something of a fashionable resort amongst the Mirin, who like to vacation here in ice lodges built along the shores.

Lake Venda: Source of the Axis River, Lake Venda lies at the foot of the Onyx Mountains in Arim. Fed by numerous small streams and brooks, its waters are cold and clear. Despite its seemingly peaceful appearance, the lake is avoided by the Arimites, who say it is cursed. According to legend, Lake Venda is inhabited by nine great Shaitan. They live in the ruins of an ancient, sunken city, and prey upon unwary sailors and fisherman. Each is said to possess a fabulous treasure: one of the Nine Keys of Knowledge, or one of the Devil-Rings of Oriax, depending upon which of the many conflicting accounts one wishes to believe. The Drukh tribes who inhabit the surrounding hills and mountains give the legend little credence, but shun the wide and watery expanses of Lake Venda in favor of the shallows around the shore.

Lake Y'Lal: Lake Y'Lal lies in the frozen reaches of eastern L'Haan. In most respects, this frozen lake is similar to Lake Lahsa (*q.v.*), though a fearsome species of arctic lake kra is known to inhabit the frigid depths.

Lake Zephyr: This scenic body of water, located in Astar of the Seven Kingdoms, is a favorite trysting place of the local inhabitants, called the Muses. Diaphanous-winged crystal moths, waterwhisps, and many colorful species of avian and aquatic creatures are common to the region, as are less-benign creatures, such as giant shathane and skalanx. On the far eastern banks of Lake Zephyr is a docking facility of sorts, comprised of a number of ornate wooden barges tethered together and moored to the shore. Here, Dracartan merchants come to trade sweet crystalline powders and Thaecian nectar to the Muses. In return they are allowed to take drinking water, which the Dracartans transmute to solid form, loading the ten-foot square blocks onto their land barges for transport to the desert kingdom of Carantheum.

Lal-Lat: Lal-Lat is one of two settlements located on the Isle of Batre, which lies off the Dark Coast. It is similar in most respects to the settlement of Domal (*q.v.*), but is somewhat larger, and has two communal huts for the female inhabitants.

Lands of the Green Men: The western rain forests of the Dark Coast are home to the Green Men, a race of diminutive plant-folk who dwell here in living plant-houses, called d'oko. They are a peaceful people, who enjoy a symbiotic relationship with their natural surroundings, and threaten no one. The same cannot be said of some of the other inhabitants of this region, particularly the plant grues and shathane who prowl this wide woodland region.

Leaper's Ridge: The wavering cliffs of Leaper's Ridge stand amidst the jungles of the Dark Coast, in the territories of the Ahazu tribes. There is a narrow stream here which drops over the cliff in a four hundred foot long ribbon of water, terminating in a rainbow-hued cloud of mist and vapor. The waterfall is not the region's main attraction, however, at least as far as the local indigenes are concerned. Rather, Leaper's Ridge is a place where Ahazu tribesmen, despondent over having fared poorly in battle, sometimes come to hurl themselves to their death. Victims of this traditional suicide ritual litter the jungle floor beneath Leaper's Ridge, attracting scavengers such as urthrax, aramatus, and pseudomorphs.

L'Lal: The walled city of L'Lal stands on the western shore of the Sea of Ice, in L'Haan. The shining ice castles of L'Lal are inhabited by the Mirin, a blue-skinned race of humanoids known for their skill in the arts of alchemy, enchantment, and elemental magic. The greater part of L'Haan's formidable military force is stationed at the ice fortress of L'Lal, warding against possible invasion by the Ice Giants of Narandu.

Lost City of Auran: In Farad legend, Auran is known as the fabled "Lost City of Gold" - a ruined city strewn with golden idols, and riches beyond imagining. According to the Farad, Auran can be found somewhere deep in the rain forests of the Dark Coast; ostensibly, amidst the territorial lands of the peaceful Green Men. Countless expeditions have been launched by greedy Farad monopolists, each eager to seize the riches of Auran. Most of those who went have never returned, having fallen victim to such hazards as winged apes, shathane, strangle vine, and grues.

The Lost Sea: Once known as the Northern Sea, the Lost Sea is a flat expanse of wasteland ringed by the mountains of Narandu and Yrmania. The demise of the Northern Sea occurred sometime around the beginning of the Age of Confusion, the cause of this calamity remaining a source of heated debate among Talislantan scholars. Arguments range from the "crack in the world theory" (through which the waters of the sea seeped away) to the idea that advancing hordes of Ice Giants froze all the sea's northern tributaries, thus causing it to dry up. Whatever its origins, the Lost Sea is a strange region, littered with half-sunken ships and the bones of ancient sea dragons. Its former tributaries have also gone dry (see *The Dead River*).

The Mandalan Coast: The wooded coasts of Mandala stretch on for several hundred miles, from Silver Groves in the north to Sunra Bay. Valuable hardwoods, incense trees and various sorts of magical herbs grow here in plentiful supply, as do many cultivated crops, planted in areas cleared by the Kang. Mandalan slaves tend these plantations, which provide grains, fruits, and vegetables for a large portion of the Empire. In general, these farms are very productive, though malathropes, winged vipers and kaliya pose a constant threat to those who are made to toil in the fields, and to their Kang taskmasters.

The Mangar Isles: These four islands form part of the Crescent Isles archipelago, located in the Far Seas. A number of small pirate bands, known collectively as the Mangar Corsairs, operate out of caves and grottoes hidden amongst the jungle-covered isles. Their swift carracks prey on ships passing through the Far Seas region, plundering their cargoes and finding cruel sport with the members of their crews. The Mangar Corsairs hunt the cannibalistic demonoids of nearby Pana-Ku, and sometimes set traps to poison or incapacitate giant sea scorpions and other aquatic predators.

Maruk Mountain Range: The wind-worn peaks of the Maruk Mountains, lying to the north of the City State of Maruk, are believed to be rich in precious stones, such as black opal. The folk of Maruk will not enter these regions, which they say are haunted by Kharakhan giants, manrak, and bandit tribes.

Mazdak Mountains: Former haunts of the barbaric Mazdak tribes, the Mazdak Mountains are now believed to be inhabited only by tarkus, wild striders, and a few crested dragons. It is suspected that a handful of Mandalan rebels have established a base in the region, though the Quan categorically deny the existence of any revolutionary factions operating within the Empire.

Maze City of Altan: In the midst of Tamaranth Valley lies the

Maze City of Altan, home to the mystical race of beings known as the Ariane. Altan is accessible by means of a single, hidden trail, which winds through the Amethyst Mountains. The trail and the surrounding forest and mountain regions are patrolled by Ariane scouts and their allies, the avian Gryph clans of Tamaranth.

The Mesalands: This barren expanse of wind-worn peaks, rock promontories and chasms stretches throughout much of the land of Sindar. The area is rich in minerals, including copper, tin, and silver, plus an abundance of quartz crystal, marble, basalt, and some semi-precious stones. Underwater springs and geysers provide a plentiful supply of water for the local inhabitants, which include the race of Sindarans and such hostile creatures as satada, land kra, and scavenging stryx clans.

The Midnight Isles: According to legend, the Midnight Isles are the abode of night demons, and other terrors of the darkness. More than a few Talislantan seamen believe that the end of the world lies but a few miles north of these isles. Thus, there is little enthusiasm for the area in general.

Midnight Sea: The Midnight Sea is a dark and ominous body of water lying to the north of the Talislantan continent. Icebergs and frozen straits pose hazards to vessels attempting to ply these waters, which are believed to be haunted by night demons, ancient sea dragons, and phantom ships from the long-dead kingdom of Khazad.

Modor's Tomb: In Ariane folklore, the Kharakhan giant, Modor, was buried somewhere inside this inert volcano, along with a store of stolen wealth reputed to exceed one hundred thousand gold lumens. The process of locating Modor's Tomb presents many difficulties. First, the prospective adventurer must make the descent into the volcano (a two hundred foot drop, at least), hoping that the volcano remains cooperative in the meantime, and does not suddenly show signs of activity. Second, it is necessary to locate the single correct doorway (amongst seven possible choices) allowing entrance to a passage which leads to the tomb. The other six doors are warded by devious trap-mechanisms. Moving a one-ton slab which blocks the entrance, it is possible to gain access to the tomb itself. Once inside, one should be swift afoot, for touching so much as a single coin of Modor's treasure will supposedly "bring the deceased giant back to life". Provided that these steps have been taken, and that one is able to elude the pyro-demons and earth demons which also inhabit the volcano, the intrepid adventurer will have made his or her fortune, and may retire to a life of leisure.

Mog Island: This tiny island, draped in steamy jungle, lies off the southern coast of Mog. It is known to be a plentiful source of rare and costly herbs, including tantalus, scarlet lotus, and k'tallah. Mog Island is likewise known as a breeding ground for bog devils, who come here in droves to mate, usually during the month of Laeolis.

Mogran: Largest of the Mogroth's settlements, Mogran is located at the terminus of the Amber River. The area is rich in amber, rare herbs, and gold sediment washed down from the Cinnabar Mountains. Consequently, Mogran is coveted by foreign concerns, particularly the Imrians and the Farad. To protect themselves, the Mogroth have dredged a channel around the entire settlement, and lined the shore with triple rows of sharpened wooden stakes. These precautions have thus far served to deter potential invaders, as has the presence of the Tazian fly - an insect whose bite is believed to cause swamp fever.

Monastic Hills: This region of ancient, gently-sloping hills was once a Phaedran forest preserve, where countless exotic species of birds and beasts were allowed to roam freely. Following the conclusion of the Cult Wars, the Aamanians cleared much of the woodlands for fuel and timber, and planted acres of provender plant - a type of tuber from which is derived a bland but nutritious wafer, which is the staple food of Aaman.

Moon Lake: Moon Lake is located in the western arm of the Cerulean Forest, in Quan. A freshwater species of moonfish, much-favored as pets by the Quan ruling class, is found in these placid waters. The deep-blue woods surrounding Moon Lake are populated by many unusual creatures, including shriekers, grues, and giant shathane.

Mordante's Deep: This forested region of Werewood derives its name from the legendary Black Magician, Mordante, who is believed to have lived here for a time after fleeing Faradun (legend has it that he was pursued by Xambrian Wizard Hunters). Supposedly, his castle still stands; covered now by vines and creepers, and haunted by ghasts and wind demons.

Mount Mandu: Mount Mandu is the tallest mountain in the known world, rising over thirty thousand feet in height. At its summit stands the Temple of the Seven Moons. Here, the Savants of Xanadas gaze into enchanted seeing stones, observing and recording all manner of events and phenomena. Scattered along the trail which leads to the mountain's summit are the frozen remains of explorers and adventurers who sought in vain to find the Temple of the Seven Moons. Aside from frost demons and ice dragons, few living things can survive for long in the frigid upper altitudes of Mount Mandu.

Mountains of Mog: The Mountains of Mog are draped in jungle and shrouded in green mists; the latter, a fragrant vapor exuded by a variety of giant blossom known as euphorica. The pollen of the euphorica is a potent intoxicant and mood enhancer, which commonly sells for upwards of seventy-five gold lumens per dram. Individuals hoping to make their fortune sometimes brave the jungles in search of the silvery-green euphorica, a single blossom of which may contain up to four drams of pollen. The presence of batranc, ravengers, and other noxious predators sometimes makes this a difficult undertaking - to say nothing of the euphorica itself, which is known in the local vernacular as "mantrap". More than one hunter of euphorica has been lured to his or her death by the plant's intoxicating vapors, which draw victims near in order that they can be swallowed whole.

Mt. Talus: Mt. Talus is a large and intermittently active volcano which rises high above the northeastern jungles of the island of Imria. A trail of acrid vapors constantly issues from the mouth of the volcano, within which are believed to reside both earth demons and pyro-demons. Mt. Talus has erupted several times in the past, wreaking havoc on the local Imrian populace.

Mud People Lands: The sodden central swamplands of the Dark Coast region are the traditional territories of the Moorg-Wan (or "Mud People", as they are more commonly known), a semi-amphibious race of six-limbed humanoids. The Moorg-Wan live along the banks of the Boru River, in great "mud-palaces" - thirty-foot mounds of silt and mud, connected one to the other by networks of above-ground tunnels. They dredge the river banks for sapphires, which are found in abundance in these parts. So, two, are bog-devils, swamp demons, and aramatus.

Mushroom Forest: Located in the northern sector of Werewood, the Mushroom Forest is a murky region rife with giant fungi, toadstools, and molds. It is inhabited by numerous hostile organisms, including grues, pseudomorphs, and scavenger slimes. Despite this, Dhuna witchwomen and Gnorl rhabomancers some-

times come here to gather certain rare varieties of fungi. The Mushroom Forest is an especially eerie place by night, when the entire region is suffused in a weird, phosphorescent glow.

Myr: The walled city of Myr stands on the western shore of the Sea of Ice, opposite Rhin, the capitol of the far northern land of L'Haan. The city is famed for its shipyards, where graceful ice schooners (and smaller ice skiffs) are constructed. Myr is also the foremost supplier of blue diamonds on the continent.

Mystic Mountains: The Mystic Mountains separate the land of Xanadas from its northern neighbor, L'Haan, and Harak, which lies to the east. The mountains are so named for their unusual configuration, which some say resembles a line of towering stone figures, dressed in the voluminous robes of sages, or mystics. The Mystic Mountains serve as an impediment to the hostile Harakin clans, and are believed to be a source of blue diamonds. Bitter cold, precipitous terrain features, and the local frostwere population have together discouraged any concerted attempt to take advantage of the region's natural resources.

Nadan: Nadan is a fortified Dracartan citadel located at the northern edge of the Red Desert, in Carantheum. It is similar in most respects to Anasa (*q.v.*), but is notable for its large population of Yassan technomancers - like the Dracartans, a race of former nomads displaced following The Great Disaster.

Nadir: Nadir is a Sindaran settlement built atop a flat-topped mound of stone over two hundred feet high. The place is renowned as the home of Sindar's foremost trivarian players, who are referred to as "nadirs" (the term is meant to convey the master's command of all areas opposite the "zenith", an unfavorable position in trivarian). Nadir is much-favored by the Sindarans for the cool breezes which blow through the region, and for the splendid view from atop the mesa settlement. A deep natural spring, coursing upwards through the mesa like a geyser, provides the settlement with water.

Nankar: Nankar is the largest Sindaran settlement, and the designated capitol of Sindar of the Seven Kingdoms. Several thousand Sindarans live here, in multi-tiered pavilions built atop an immense, flat-topped mesa. A bridge spanning the Dead River stands nearby. Nankar is a center for trade and commerce, visited by merchants from across the Seven Kingdoms.

Nauticus' Reef: This great mass of coral and accumulated detritus was discovered by the ancient mariner, Nauticus, whose ship struck the reef while sailing on a cloudy, moonless night. Nauticus' vessel went down along with its cargo of gold ingots, rubies, and emeralds, none of which has ever been recovered. Since that time, Nauticus' Reef has claimed an untold number of ships, so that the ocean floor around the reef is said to be littered with sunken treasure. Sea demons and rainbow kra likewise abound in the vicinity, making the retrieval of such valuables a perilous undertaking.

Nearwan: Nearwan is a small tropical island set amidst the Thaecian Isles chain, in the Azure Ocean. It has traditionally been a place of exile for individuals convicted of crimes in Thaecia, including thieves, interlopers, and individuals rendered insane as a result of dabbling in unsafe magical practices. There are perhaps forty or fifty such individuals consigned to Nearwan at any given time, each imprisoned in a web of perdurable force approximately one hundred feet in diameter. They subsist on fruits and vegetables, which the exiles are allowed to grow in their enchanted "prisons". Thaecians assigned to monitor these pariahs make a spot-check of the facilities once per day, either by windrigger or in person. Nearwan is off-limits to outsiders; if caught, trespassers may themselves be imprisoned on the island.

Necron: Known in ancient legends as the "City of the Dead", Necron is believed to be located in the far northern wastes of Khazad. Here, or so the story goes, an entire city and all its inhabitants lie buried beneath the ground; the former residents all supposedly having been mummified and lain in massive stone sarcophagi. Very little reliable information is available regarding this archaic metropolis, or its peoples. Some claim they were a seafaring race, whose ships plied the waters of the Midnight Sea in bygone times. Those who lend credence to this theory postulate that there is an underground waterway which leads to Necron from some point along the northern coast of Khazad.

Necros River: The sluggish black waters of the Necros River run from the mountainous borders of Khazad southward, finally emptying into Zantium Bay. Issuing from some underground source, the Necros smells vilely, and is believed to be tainted by black magic. So much as a single sip is said to cause terrifying nightmares, though other effects have been cited as well. Unknown things dwell in the depths of the Necros River.

Nefaratus: Nefaratus is a shadowy island, comprised of black stone encircled by a ring of dense jungle, and located off the coast of Chana in the Far Seas. A mysterious magical order known as the Black Savants inhabit this isle, which is forbidden to all outsiders. Their black-hulled vessels have been seen as far to the east as the Sea of Madness, and as far west as the coasts of Khazad.

Noman's Land: This narrow strip of wasteland separates the forests of Tamaranth from the Shadow Realm. It is believed to be haunted by fantasms - pseudo-demons from the lower plane known as the Nightmare Dimension, a place ruled by the entity known as Noman. The region is generally shunned by intelligent creatures, though practitioners of black magic sometimes come here to study the phenomenon known as Mordante's Gate; a permanent magical portal located somewhere in Noman's Land which serves as an entrance into the lower planes.

Northwood: Northernmost arm of the vast forestlands of Vardune, Northwood is home to the Blue Ardua. Herds of wild greymane are found in this region, as are malathropes, and dreaded forest grues. The giant viridia plant grows wild here, along with violet creeper, tanglewood, sorcerer tree and ironwood.

Obsidian Mountains: The glistening black peaks of the Obsidian Mountains form a natural barrier between Urag and Durne of the Seven Kingdoms. Darklings, stryx, yaksha and other hostile creatures prowl the mountains in numbers; stryx nest in the upper altitudes, and darklings tunnel below the surface. A network of underground trails wind their way through this region, some few of which are utilized by marauding bands of satada, who sometimes venture here from their subterranean haunts in Durne and the Wilderlands.

Oceanus: The floating city of Oceanus is inhabited by a race of olive-green humanoids, known as the Sea Nomads. They are generally benevolent, subsisting on local species of mollusks, fish, and a variety of giant kelp known as yellow aqueor. The Sea Nomads trade with the folk of Phantas, and occasionally, the Parthenians. They mark the Imrians as foes, and attack their slave coracles on sight. Sea demons, sea dragons, and other aquatic predators are fairly common in the wide expanse of water traversed by the floating city.

The Old City of Ashann: The shattered ruins of the Old City

of Ashann consist of seven concentric rings, the outermost of which encompasses an area approximately two miles in diameter. At one time, these ancient stone structures may have measured nearly a hundred feet in width, and over forty feed in height. Now, the area lies in ruin, and is a veritable wasteland of parched terrain. Desert scouts from nearby Carantheum claim that the region is largely uninhabited, save for sand demons, winged azoryl, and the mysterious beings known as the Wanderers of Ashann - tall, shrouded figures, who can often be seen walking amidst the ruins. The Wanderers' motives remain unclear: some say that they search the ruins of the Old City of Ashann for some lost artifact or item of occult significance. Others claim that Ashann was once their home, and that the Wanderers come here to watch over the remains of their long-departed ancestors.

Omen: Omen is a cursed region, avoided by most Talislantans. In ancient times, the Necromancer-Kings of Quaran erected on this site a mountain of skulls nearly a thousand feet in height, representing untold millions of victims. The mountain still stands to the present day, and is sometimes visited by descendants of the Quaranians' victims (such as the Xambrians), who seek commune with their departed ancestors.

Onyx Mountains: The Onyx Mountain range extends from the far northern reaches of Arim south to the borders of Durne of the Seven Kingdoms. The mountains are rich in black iron, silver and precious stones, and are mined extensively by the Arimites. Cliff-dwelling stryx, wandering tribes of darklings, yaksha, and other dangerous creatures dwell in these regions, posing problems for the Arimite mining operations.

Opal Mountains: The Opal Mountains run from the western border of Harak to the Sinking Land, encircling the land of Xanadas and extending as far south as the border of the Quan Empire. The mountains of this range are among the tallest on the continent, averaging nearly 20,000 feet in height. Black iron ore, silver, gold and precious stones are found here, particularly in the south. The inhabitants of this region include winged dractyl, omnivrax, and frost demons, among others.

The Oracle: The Oracle is a sheer pinnacle of blue and violet porphyry which overlooks Serpent Pass, in the Wilderlands of Zaran. According to legend, an ancient mystic lives high atop the summit of the Oracle, at a point obscured from view by a bank of clouds, or mist. Three trails lead up to the top of the mount, each affording potential climbers with its own distinct set of hazards and disadvantages (the aerial route, while seemingly more direct, is considered ill-advised due to the presence of wind demons). It is widely believed that the great mystic who lives atop the Oracle knows the answer to all questions; past, present and future.

Orb Island: Part of the Thaecian Isles chain, Orb Island is uninhabited save for such noxious entities as water raknids and the spawn of giant sea scorpions. A rare and exotic variety of crystal dendron grows here, the globular "fruit" of which is employed in the making of the finest Thaecian orbs. Thaecian enchanters and enchantresses commonly offer up to fifty gold lumens apiece for these crystalline objects, which they are understandably somewhat reluctant to gather for themselves.

The Outcast Isles: These frigid and rock-strewn isles serve as home to an exiled cult of Mirin anarchists, banished long ago for practicing black witchcraft and attempting to usurp the rightful ruler of L'Haan, the Snow Queen. The exiles, known as the Rasmirin, continue to live on the isles to the present day, dwelling in rude ice fortresses and plotting new schemes to overthrow the ruler of L'Haan.

Pana-Ku: This volcanic island, wreathed in jungle and ringed by a dozen lesser reefs and atolls, is part of the Crescent Isles chain. A race of cannibalistic demonoids, known as the Na-Ku. They prey on humanoids of all sorts, whom they capture and feed to their ruler, a horrible half-demon known as Narug. Pana-Ku is said to be rich in black diamonds, a rare type of precious stone which is valued as much for its magical properties as its dark, lustrous qualities.

Paramour Island: In Mirin folklore, the first Snow Queen of L'Haan had a fabulous ice castle built upon this island for the many suitors who desired her hand in marriage. The situation became untenable when the rivals began to plot against each other, causing great mischief. The facility was abandoned soon afterward, and remains deserted to the present day. Now, only frost demons inhabit the island.

Parthene: The island of Parthene lies at the far western reaches of the Azure Ocean, in the Thaecian Isles chain. Here dwell the mysterious beings known as the Parthenians; a seafaring race of humanoids, of whom little is known. The Parthenians are rumored to sail the unknown waters which lie far to the west, across regions which many Talislantans believe lie at the very edge of the world. Notably suspicious of other races, the Parthenians refuse to discuss such matters under any circumstances. Their strange sailing vessels, carved in the form of giant idols, are occasionally known to stop in such ports as Zir, Tarun, Thaecia, Oceanus, and - some say - Nefaratus. The Parthenians rarely trade any of their wares, but typically put into foreign ports only to obtain provisions and supplies, which they pay for in gold and silver talents (five-pound ingots, shaped like tablets and stamped with the Parthenians' seal). They remain among the most enigmatic of the diverse races of Talislanta.

Peridia: Peridia is a barren and rocky island which is part of the Thaecian Isles chain. It is notable for a massive subterranean grotto, called Cavern cliff, the ceiling of which is encrusted with gemstones and crystals. Cavern cliff is accessible by means of a single, underwater tunnel - an entranceway also frequented by lurkers and sea demons.

Phaedran Causeway: Constructed during the reign of the old Phaedran Dynasty, this roadway stretches across Zandu and Aaman, all the way to the bridge at Vashay, in Vardune of the Seven Kingdoms. The Causeway is patrolled along its length, both in Aaman and (to a lesser degree) in Zandu. The road is poorly maintained, and is often in need of repair.

Phaedran Tombs: Scattered along the banks of the Sascasm River, in Werewood, are the ancient tombs of the Phaedran wizards. The eccentric taste in funeral accoutrement evidenced by these flamboyant magicians is widely known. It was the custom of the Phaedran wizards to be mummified in any of a variety of provocative poses; arranged like showpieces in mausoleums decorated to resemble sitting rooms, boudoirs, dining halls, or some other extravagant setting. Over the course of several centuries, many of the Phaedran tombs have been ransacked by looters. Others certainly remain undiscovered, hidden beneath canopies of vines, mosses and creepers. Explorers considering such an undertaking would be wise to prepare for encounters with banes, werebeasts, skalanx and mandragores, all of which are fairly common in this area.

Phaedran Straits: This narrow waterway is utilized by ships headed to and from the Sea of Sorrow. It was the site of many a terrible sea battle during the Cult Wars of the early New Age, when many Zandir and Aamanian ships went down in these waters. The presence of jagged rocks, scattered along the coastal

areas, renders the straits difficult to navigate (level of difficulty: 7), particularly in foul weather.

Phandril Forest: Phandril Forest is the last of Aaman's truly wild woodlands, the others having been leveled for fuel, timber, or farmland. The dreaded monsters known as shathane prowl this forest, perhaps explaining the reluctance of the Aamanians to attempt to exploit the resources of this particular region. In the early Phaedran era, refugees from ancient Phandril buried their dead in these woods. Their old graveyards, now overgrown with vegetation, still litter the interior.

Phantas: The isle of Phantas is home to the Phantasians, a people descended from a renowned race of magicians. They live in a great floating castle called Cabal Magicus, which hovers high above the island, tethered to the ground by chains of adamant. Far below, the jungles seethe with strange lifeforms, many created in past ages through the process of sorcerous hybridization. Having forgotten much of the secret lore of their ancestors, many of the Phantasians have been reduced to selling dream essence in order to make a living.

Phantom Island: This forlorn and deserted isle is rumored to be haunted by shadow wights, or perhaps shadow wizards. No one knows for certain, nor do many folks seem eager to resolve this minor mystery. Ships from Nefaratus are sometimes seen in the waters off Phantom Island; another excellent reason to avoid the place, as far as most folks are concerned

The Plaguelands: The Plaguelands is a cracked and barren plain, laid waste untold centuries ago by some unknown catastrophe which possibly occurred in conjunction with The Great Disaster. It is a widely-held belief that any living thing which passes through the Plaguelands will be changed, or mutated, in some unpredictable manner. According to the stories told in neighboring Maruk, these purported mutations may take any number of bizarre, and often frightful, forms. Consequently, few intelligent creatures will willingly venture into this foreboding region.

Plain of Blue Frost: This vast expanse of frozen tundra derives its unique coloration from the pollen of snow lilies, which, carried upon the winds, settles across the terrain for hundreds of miles. Muskronts, lopers, and other beasts come here to graze on the lilies, and to lap up the plants' nutritious blue pollen. This in turn draws various predatory species, including frostweres and tundra beasts.

Quan Forest: This expansive woodland region is inhabited by many varieties of wild beasts, including ogriphant, malathrope, shathane, and chigs; voracious insectoids, which prey on other lifeforms. Chigs are so destructive that Kang trackers are sent here on a regular basis, to hunt and destroy their colonies with the aid of trained ibik.

The Red Desert: The Red Desert is a great expanse of scarlet sand located in the central region of Talislanta. The Dracartans have claimed the ore-rich sands as their homeland ever since they were forced to abandon their ancestral territories following The Great Disaster. Sand demons, desert kra, and manrak are not unknown in the region, nor are azoryl.

Rhin: The walled city of Rhin is the capitol of the far northern land of L'Haan. Located on the eastern shore of the Sea of Ice, this city of shining ice castles is inhabited by a blue-skinned folk known as the Mirin. The Snow Queen, ruler of L'Haan, lives here in a fabulous ice palace. The city is renowned for its alchemists, who are skilled in the art of metallurgy and the concoction of enchanted elixirs.

River of Fire: The River of Fire issues from the mouth of the giant volcano, Dragonrock. This molten river terminates in a deluge of liquid flame, at the place known as the Firefalls (*q.v.*). Pyro-demons commonly swim in the river, which crested dragons are rumored to drink from, enhancing their fire-breathing capabilities.

River Shan: The great River Shan runs across the length of the Quan Empire, from the north coast to the Inland Sea, and south to the Far Seas. Sunra fishing vessels, merchant skiffs and Quan pleasure barges ply the salt waters of the Shan, which teem with many varieties of edible fish, crustaceans, and mollusks. Echinomorphs, chang, and other hostile aquatic creatures likewise inhabit the Shan. The river is wide and slow-moving towards the north, becoming narrower, swifter, and more treacherous the farther south one travels.

Ruins of Farnir: Deep in the frigid heartland of Narandu lie the ruins of Farnir, a city frozen under layers of crystalline ice. Before the coming of the Ice Giants, Farnir was reputed to have been the site of an enlightened civilization, steeped in the arts of magic and alchemy. No less a personage than the great sorcerer Korak claimed to have visited here, and was reportedly impressed by the talents of the Farnir magicians. Apparently, these talents did not extend into the realm of military defense, and Farnir was overrun by the advancing Ice Giant hordes. The Mirin of L'Haan claim that some of the Farnir magicians are still alive, frozen in stasis by the extreme cold.

Ruins of Four Nations: The crumbling ruins of these four once-mighty city states offer mute testimony to the madness of their former rulers, each of whom coveted the lands of his neighbors. The resulting "War of Four Nations" caused all to be destroyed. Barbaric hordes from old Quaran rode in to finish off the survivors, and to steal as much as they could carry on their warbeasts. The four nations faded quickly into obscurity; no one living even remembers the names of these archaic places. According to the Phaedran scholar, Erastes, these ruins hold such treasures as "the gilded tomb of Irkhan, the mysterious elixirs of immortality, the Nine Books of Knowledge", and more (see *THE CHRONICLES, pg. 46*). The areas around the ruins are the domain of numerous small packs of beastmen.

Ruins of Jalaad: The crumbling ruins of the ancient city of Jaalad are located near the Zaran Mountains, in the Wilderlands of Zaran. Though long since stripped of most of its hidden treasures by many generations of Yitek tomb-robbers and Za bandits, the Library at Jalaad remains relatively intact. This is primarily due to the efforts of a cabal of Callidian cryptomancers, who have endeavored to protect the facility's store of iron tablets since the time of The Great Disaster. Individuals who wish to explore the Library may do so only under the watchful eyes of the Callidians, who deal sternly with looters and vandals.

Ruins of Kasraan: The Ruins of Kasraan lay to the southeast of the City State of Danuvia, in the area known as the Desertlands of Zaran. Though the city itself has been reduced to a shambles by the ravages of wind and time, the catacombs located below the ruins remain largely intact. These subterranean haunts contain the petrified remains of the kings and queens of ancient Kasraan, sealed within crypts of solid stone. Gaining entrance to these vaults is said to be a formidable task: the Kasraanians, early ancestors of the Kasmir, took pains to safekeep the bodies of their monarchs from tomb-robbers and other entrepreneurial types. The Yitek, in fact, consider the effort required to gain access to the Kasraanian crypts to be barely worth the reward.

Ruins of Maledictus: According to the Farad, the shadowy ruined city which they refer to as Maledictus is cursed, or more aptly, haunted. Precisely who or what it is that haunts Maledictus is uncertain. Some claim that a cabal of Malum (shadow wizards) inhabits the city. Others theorize that phasms, ghasts, or the ghost of the legendary warlock, Mordante, are responsible. Most frightening, in the minds of the Farad themselves, is the idea that Maledictus is haunted by the disembodied spirits of all those who have been cheated or ruined by the unscrupulous merchants and monopolists of Faradun. Whatever the case may be, no Farad would ever dare set foot within the vicinity of these ruins.

Ruins of Osmar: The wind-worn towers of Osmar stand like silent sentinels on the Plains of Golarin, their occupants long since gone and forgotten. The objects which they created - blades of blue-black iron, fine ceramic vases, ornate helms and suits of archaic armor, enchanted amulets and bracers - can still be found buried among the ruins. Unfortunately, the ruined city is the domain of no less than six different beastmen clans, each of which has staked a claim to a different sector of the city. Beastmen who hail from the Osmar ruins are often well-armed, their packleaders occasionally dressed in full battle armor and bearing enchanted weaponry.

Ruins of Quaran: Despite the combined effects of centuries of time, the elements, and the cataclysmic upheavals resulting from the Great Disaster, the ruins of Quaran still stand as grim reminders of a dark and nearly forgotten age. Here, amidst the stark stone towers and blackened effigies, once flourished the most sinister empire in the annals of Talislantan history. Generations of occultists, black magicians, and tomb-robbers have come to this place, to sift through the ruins in search of the Quaranians' dark and macabre secrets: cursed tomes, diabolical artifacts, instruments of torture and death, and things too terrible to describe. Many articles have been retrieved from the ruins, often to the great regret of those who have found them. Countless others still remain buried in tombs, vaults, and underground pits, awaiting discovery by those who covet infernal knowledge above all other considerations.

Rune Island: Situated amidst the Crescent Isles chain, Rune Island is a barren and precipitous mound of volcanic stone. It is notable primarily for the countless runes and hieroglyphs etched across the entire surface of the rocky isle, from one end to the other. Talislantan scholars have long argued as to the meaning of these cryptic runes, the identity of the individuals or creatures which created them, and their purpose in undertaking such a vast and time-consuming project. A thorough study of Rune Island has never been completed, owing to such factors as time, cost in labor and materials, and a natural aversion to the region's less-than-hospitable inhabitants; specifically, giant sea-scorpions and echinomorphs.

Sad Plains: Rows of aged and pitted stone statues, each portraying one of the Necromancer-Kings of ancient Quaran, separate this region from the Sursian Plains (*q.v.*). Otherwise, the two areas are distinguishable from each other only by the great emptiness and featurelessness of the Sad Plains. On this site the nation of Xambria once stood, its cities shining brightly in the light of the twin Talislantan suns. Now, nothing remains, all trace of this once-prosperous civilization having been obliterated from the face of the continent over a thousand years ago by the merciless armies of the Quaranians. Since that time, the area has remained uninhabited except for wild beasts, such as ogront, land dragon, and malathropes. Marauding bands of Araq and Kharakhan giants sometimes pass through the Sad Plains, but few if any choose to linger for long in this place, which retains a strange and mournful aura.

Sahar: Sahar is a Sindaran mesa settlement, similar in construction to Nankar and Nadir. Excellent moonstones are found in the canyons around Sahar; so, unfortunately, are chasm vipers, satada, and the fearsome opteryx.

Sanctuary Mountains: The imposing peaks of the Sanctuary Mountains once served as a safe haven for the early ancestors of the Dracartans, who were driven from their homeland following The Great Disaster. The old stone forts built by these formerly nomadic people are now occupied only by Dracartan desert scouts, who use certain of these crude facilities as lookout stations and temporary outposts. Predatory satada, land dragons, and winged azoryl are also found in this region, as are a few abandoned gold and silver mines.

Sapphire Mountains: The pale blue peaks of the Sapphire Mountains stand to the north of Sindar of the Seven Kingdoms, separating this region from neighboring Urag, which lies to the north. These mountains are also the domain of chasm vipers, vasps, and stryx.

Sard Island: Sard Island is a man-made isle which lies off the southern coast of Faradun, near Tarun. It is home to several wealthy Farad Monopolists, who live on the island in fortified castles of elaborate design. Sard Island was built solely by slave laborers, many hundreds of whom died during the ten years which it took to complete construction on the isle.

Sardonyx Mountains: The Sardonyx Mountains stretch from east to west, forming a natural border between Yrmania and Werewood. The lower-lying regions up to the timberline are thick with grey baobab and tanglewood. Kite-winged batranc soar above the clouds, safe from the depredations of yaksha, exomorphs, and tundra beast. Rumors persist that deposits of gold can be found in the easternmost reaches of the Sardonyx Mountains.

Sascasm River: The Sascasm River runs through Werewood and Zandu, emptying into the Azure Ocean. In ancient times, it was the fashion amongst Phaedran wizards to be buried in eccentric mausoleums constructed along the banks of the Sascasm. Skalanx and river kra live in these waters, which are infested with metal-scaled chang, among other things.

Sathir: Sathir is one of the two largest Sauran settlements (the other is Sathra; *q.v.*), and is located in the central Volcanic Hills region. This sprawling fortress is constructed of a motley assortment of materials: rough-hewn boulders, chunks of volcanic rock, along with stone blocks and columns pillaged from the ruins of Quaran, Jalaad, and other sites. Several regiments of Sauran troops are stationed here, including dragon-riders, land lizard cavalry, Saurud heavy infantry, and artillerists. Sathir boasts at least two dozen land dragons, each equipped with iron battle-towers and stone-throwers. A fair amount of trade is done here, mostly with Djaffir merchants and Orgovian traders, who offer high-grade metal tools and weapons in exchange for brilliant firegems.

Sathra: Sathra is a fortified Sauran encampment which stands at the southern end of the Volcanic Hills. In most respects, this place is similar to the Sauran settlement of Sathir (*q.v.*). Sathra is even larger, however, and houses nearly twice as many land dragons and troops as Sathir. The inhabitants of Sathra will trade only with Orgovians and representatives of other Sauran settlements.

Scimitar Isles: These four small atolls are situated near the Mangar Islands, in the Crescent Isles chain. They are thought to be uninhabited, except for a few exotic species of wild beasts, including the rare silver draconid (prized by collectors, and valued at over five thousand gold lumens). There is a Mangar legend that a colony of Sunra renegades lives in hiding on one of the Scimitar Isles. According to the Mangar, the Sunra escaped the Quan Empire in one of their dragon barques. The Mangar claim that these renegades hunt sea dragons, as their ancestors did before being conquered by the Quan.

Sea of Glass: The so-called Sea of Glass is a flat expanse of fused green crystal, which is believed to have been created during The Great Disaster. Supposedly, this occurred when Emerald Mountain erupted, spewing forth a sea of molten glass. The glass eventually cooled and hardened to its present, crystalline state. The Cymrilians operate a mining facility on the western "shore" of the sea, from which is derived the green crystal utilized in nearly all Cymrilian construction. Windships and land barges laden with glass depart from the area every few weeks, headed for Cymril of the Seven Kingdoms. Few living things dwell in this region, though Cymrilian miners occasionally stumble upon the sleeping forms of glass dragons, glass imps, and other oddities; creatures trapped in green glass, magically preserved and transmuted to crystalline form. These creatures bring a high price in many lands, where they are regarded as objects of great wonder.

The Sea of Ice: The Sea of Ice is a wide expanse of shimmering, perpetually-frozen water. Mirin ice schooners traverse the frozen sea from L'Lal to Rhin, bearing cargoes of adamant, blue diamonds, and alchemical mixtures. Fearsome ice dragons, spawned in the frigid ocean-depths, pose a hazard to such ships, as do the razor-sharp edges of partially-submerged glaciers.

The Sea of Madness: The Sea of Madness is a turbulent body of water which lies to the northeast of the Quan peninsula. Few ships venture into these waters, which are said to be subject to strange and inexplicable phenomena, such as maelstroms, spiraling columns of water, and raging storms of black lightning.

Sea of Sorrow: Once known as the Phaedran Gulf, the Sea of Sorrow was renamed following a disastrous sea battle between the navies of Aaman and Zandu, during which thousands perished. Ships from many lands now ply these waters, headed to and from port cities in Zandu and Aaman. Salvagers continue to scour the sea-bottom for sunken treasure and other valuable cargo.

Serpentine Mountains: The Serpentine Mountains stand like shadowy sentinels along the northern borders of Silvanus and Werewood. The uppermost reaches are haunted by yaksha; the lower, by ghasts, banes, and grues.

Serpent Pass: Serpent Pass is a narrow gulch which weaves its way through the southernmost reaches of the Maruk Mountain Range. The pass offers shelter from sand and dust storms (common throughout the Wilderlands territories), and so is frequented by Maruk dung merchants, Orgovian traders, and Aamanian Orthodoxists making the pilgrimage to the Well of Saints. Consequently, this route also has its admirers among certain tribes of Djaffir bandits, beastmen, and Kharakhan giants.

The Seven Roads: This system of roadways extends outwards from the city of Cymril to each of the other member-nations of the Seven Kingdoms, like the spokes of a great wheel. Each of these roads is known by its destination: i.e., The Road to Astar, The Road to Kasmir, and so forth. All are in reasonably good repair, though delays are common at all border crossings. Curiously, though the system is known as the Seven Roads, the actual number of roadways is six; the "Seventh Road" is the system itself, which connects all the other roads to the capital of Cymril (hence the Seven Kingdoms' saying, "All roads lead to Cymril").

Shadinnar: Traditional homeland of the giant Shadinn, the desertland of Shadinnar was conquered by the Rajans at the beginning of the fourth century. Many Shadinn still live in tent settlements scattered across the region, which is also inhabited by sand demons, satada, and desert kra.

Shadow Ridge: This high, roughly circular line of rocky hills is actually the edge of a great crater. To the east lies the Sinking Land; to the west, the Shadow Realm. In the evening, an individual seated atop Shadow Ridge and facing to the west may be treated to an eerie spectacle. At midnight, three spectral armies are said to appear on the shattered plain to re-enact a savage battle which occurred on this same spot centuries before. Creatures of habit, the ghostly warriors can find no rest, even in death.

Shattra: The mining and trade center of Shattra is located on the banks of the Axis River, in Arim. It is a filthy place, crowded with ramshackle wooden tenements and covered in a perpetual haze of smoke and soot. Raw ore from the country's many mining camps is brought here, to be smelted down into ingots and shipped by barge or caravan to Aaman, Zandu, the Seven Kingdoms, and beyond. The secret society known as the Revenants is believed to have its base of operations in Shattra.

Shonan: Shonan is a large military and trade complex located at the point where the River Shan intersects with the Emperor's Road. It is constructed of grey stone from the Volcanic Hills, and surrounded by a forty-foot wall topped with rows of sharpened black iron spikes. Hundreds of Kang troops are stationed here, along with Vajra artillerists and engineers. Their primary duty is to guard against attacks by Sauran war clans from the Volcanic Hills. Among the diverse goods which pass through Shonan are precious stones and metals from Karang, moonfish from the Coral City of Isalis, Mandalan silkcloth, cerulean dyes, and costly hardwoods and rare herbs from the jungle outpost of Vishana. There is a bridge at Shonan spanning the Shan River, at which a toll of five gold lumens is charged to all who wish to cross.

Silver Groves: This scenic woodland rings the northernmost promontory of the Mandalan Coast, terminating just to the east of the City of Jacinth. Here, stately silver deodars tower high above the forest floor, where rainbow lotus, tantalus, shrinking violet, and other exotic herbs grow wild. Though splendid to behold, the Silver Groves are not as placid as they may appear. Giant shathane make their home in this place, as do exomorphs and mandragores.

Skag Lake: Fed by the Smoke River, Skag Lake lies like a great steaming cesspool, its formidable stench permeating the air throughout much of northwestern Urag. A species of horribly mutated lake dra is believed to dwell in these rank waters, which can otherwise be tolerated only by urthrax.

Smoke River: The Smoke River runs through the Toxic Hills of northwestern Urag, emptying into Skag Lake, to the south. The river is so polluted with contaminants that it boils, giving off clouds of noxious steam, or "smoke". No natural lifeforms can tolerate these waters, though other things - far less than natural - may dwell in the roiling deeps.

Sorcerer's Isle: This insignificant-seeming island is part of

the Thaecian Isles chain, and has long been avoided due to its proximity to the far western isle of Parthene (*q.v.*). It is here that the fabled Kabros, sorcerer-king of ancient Phaedra, is purported to have settled following his hasty departure from that strife-torn land. A few eccentric Talislantan scholars maintain that Kabros lives here to the present day, in an enchanted castle of his own making.

Southwood: Southernmost arm of the vast forestlands of Vardune, Southwood is home to the Green Ardua. Here, countless exotic species of plants, shrubs and trees are found, including viridia, yellow stickler, green lotus, shrinking violet, tinsel tree, dryad bush, and many more. Exomorphs and bog devils stalk the woods of this region.

The Spectral Isles: This chain of Isles, situated in the Midnight Sea off the northern coast of Narandu, are perpetually obscured by clouds of ghostly grey mist. As far as anyone knows, none of these islands has ever been explored, possibly due to the belief that ice dragons dwell in these isolated areas.

Steppes of Kangir: The rocky hills and plateaus of Kangir lie to the south of the Greylands, in the land of Quan. The Steppes are the traditional hunting grounds of the Kang, whose tribes ranged throughout the area prior to their being absorbed by the Quan Empire. Kang Warlords still come here at times, to visit the lands of their ancestors, and to hunt wild tarkus, strider, azoryl, and megalodont.

Straits of Khazad: This perilous, rock-strewn waterway is believed to be infested by sea monsters. The straits are considered unnavigable except in the late fall months, when ice-going craft can be employed to skim across the frozen waters. The dark vessels of the Nefaratans are sometimes known to frequent the region, though for what reason, few care to hazard a guess.

Straits of Tian: This expansive natural waterway leads to the Imperial Canal, which leads in turn to the Golden City of Tian, capitol of the Quan Empire. The straits are flanked on either-shore by high cliffs dotted with countless small caves within which reside many species of avians, including avir, morde, and feather dractyl. Sunra dragon barques patrol these waters in force.

The Subterranean City of Durne: Capitol of Durne of the Seven Kingdoms, the subterranean city of Durne lies some two hundred feet below ground. The settlement consists of numerous caverns, underground lakes, and moss-lined cave dwellings, interconnected by a complex maze of tunnels. The city is accessible by any of several hidden passageways, which lead deep into the earth, and via an underground highway which stretches across much of the continent. Land kra, darklings, and bands of malevolent satada are also found in these subterranean areas.

Sunra Bay: The placid waters of Sunra Bay serve as an inlet to the River Shan, and beyond this, the Inland Sea and the Coral City of Isalis. The dragon barques of the Sunra ply these waterways, which are off-limits to foreign vessels, by order of the Quan Empire. Sunra fishing vessels can be seen along the coastal areas, trolling for moonfish, the egg-sacs of rainbow kra, and pearl-bearing mollusks; all considered delicacies by the ruling class Quan. Water raknids, skalanx and adolescent sea dragons also exhibit a taste for such delectable prey, and are ignored at one's peril.

Sursian Plains: South of the forests of Tamaranth lie the Sursian Plains, an arid grassland pock-marked with holes and craters. Here can be found the remnants of the once-mighty kingdom of Sursia: the twisted and charred hulks of terrible siege engines, the ruins of blasted stone towers, and shards of fused metal and glass. Ferran bandit packs live in tunnels dug beneath the plains, which form a network connecting many of the region's larger craters and crevasses. Gigantic ogronts wander mindlessly about, grazing on dry grasses, while azoryl glide across the sky high above. Aside from the presence of such creatures as these, the area often resembles a ghostland.

Tabal: Tabal is a Jhangaran settlement constructed much like Karansk, using axe-hewn timbers lashed together with rope and vines. The inhabitants are marsh-hunters, who earn a living by trapping wild beasts and hunting for caches of scintilla - the luminous eggs of water raknids. They ply the banks of the Axis River and the marshy coastal areas in reed boats, or comb the inland areas mounted on trained marsh striders.

Talisandre: Talisandre is a small island which lies off the coast of Silvanus, in the Azure Ocean. The isle is a virtual paradise, populated by a plethora of wild flora and fauna. A race of xenophobic humanoids, known as the Azir, lives in this idyllic setting. They know nothing of the civilized world, a condition which they have adopted by choice; visitors from the outside world are greeted with fusillades of stones, and told in no uncertain terms to depart the Azir's island refuge.

Tamaranth Valley: This sylvan vale is surrounded by the Amethyst Mountains, and is accessible by means of a single trail. Herds of silvermanes make their home here, as do the Ariane, who dwell within the only settlement in this region - the Maze-City of Altan (*q.v.*).

Targ Swamp: Targ Swamp is a sodden marshland overgrown with mosses and trailing vines, located in the western jungles of Taz. The swamp is a favorite place of Thralls from the nearby settlement of Targ, who come here to sharpen their combat skills against bog-devils, swamp demons and batranc, which are found here in numbers. Individuals less-enamored of such forms of "sport" tend to avoid Targ Swamp.

Targ: Targ is a Thrall communal complex located in the jungles of western Taz, adjacent to Targ Swamp. Like all Thrall settlements, Targ is comprised of a number of simple dwellings set within a walled enclosure, and constructed of stone blocks. Individuals hailing from Targ typically bear tatoos which are predominantly yellow and green in color.

Tarun: The sprawling port city of Tarun is the capital of Faradun, and perhaps the most important center for sea-borne trade on the continent. The city boasts an impregnable system of defenses, including the towering sea-gates which control access to its harbor, and the hundred-foot walls which enclose the city itself. Merchant ships from many lands come here, to buy, sell or trade with the Farad, a people notorious for dealing in all sorts of contraband and illicit goods.

Territories of the Mondre Khan: The wooded hills and mountains of the northeastern Quan peninsula are the domain of the Mondre Khan - a race of barbaric half-men, who are the last indigenous people to resist subjugation by the forces of the Quan Empire. A nomadic folk, the Mondre Khan have proved a resourceful and dangerous enemy. Holed up in their rugged mountain retreats, the Mondre Khan tribes have waged a successful guerilla campaign against numerically superior Kang forces for over four centuries. Their war clans continue to harass the Empire to the present day, launching surprise attacks against merchant caravans, military supply wagons, and the nearby mining settlement of Ku-Chang. Wild beasts, such as lopers, yaksha,

muskront and tarkus, are also found in this region, which is rich in mineral resources.

Thaecia: Thaecia is an island of rare and splendorous beauty, located off the southwestern coast of the Talislantan continent, in the Azure Ocean. The isle is home to the Thaecians, an advanced and prosperous people who have created for themselves a virtual utopia. Visitors of all races and nationalities are welcomed here, provided they come in peace.

Tian: Capitol of the Quan Empire, the Golden City of Tian was built on an island situated in the middle of a man-made lake. Mandalan architects designed the city, which is considered among the wonders of the Talislanta world. Tian is home to the Emperor of Quan, who lives in the splendid Palace of a Thousand Fountains, protected by his elite corps of Kang Dragons and tended to by a vast retinue of Mandalan servants, nobles, Ispasian advisors, concubines, sycophants, performing troupes, and so on. The Golden City is accessible only by boat, and by windship.

Tian Forest: Tian Forest is as odd a place as one may find in Talislanta; a man-made woodland, comprised of orderly groves of silver deodars and shade trees, separated by neatly-mowed grass trails lined with arrangements of colorful shrubs and flowers. The Quan aristocracy had the forest "built" for the pleasure of the Emperor, so that he might come here to hunt "wild game". In actuality, the forest is continually re-stocked with selected types of creatures, all rendered harmless by de-clawing, defanging, and the administration of sedative elixirs. The Emperor - borne aloft in his sumptuous pallanquin and escorted by a vast retinue of Kang guards, trackers, servitors and aides - rarely does anything but watch. Tian Forest was fabricated by Mandalan Savants, under the strict supervision of the Kang.

Topaz Mountains: The Topaz Mountains run for hundreds of miles in a wavering line of cliffs and precipitous peaks, separating the Dark Coast form the Wilderlands of Zaran. Covered in thick jungle along the lower altitudes, the mountains are home to numerous strange creatures and beings, including batranc, manrak, chasm vipers, Nagra spirit trackers, and satada; the latter, having made their way into the region via the Dead River, a dry gorge which extends like an ugly scar across half the continent. Topaz crystals weighing up to twenty pounds have been found in these mountains.

Tor: Tor is a large communal complex which serves as the capitol of Taz of the Seven Kingdoms. Situated in the midst of the jungle, the settlement consists of a number of squat, rectangular structures built of stone blocks and surrounded by a defensive network of interconnected stone towers. Some three thousand Thralls live here, the majority of which (males and females) are active members of the Seven Kingdoms' mercenary army. Mangonel lizards, land lizards, durge, and other wild beasts are trained in Tor for military and civilian use.

Toxic Hills: This hill region was once used as a site for the testing of poisonous alchemical agents, which the Ur clan shamans had hoped to develop for use in warfare. The chance discovery of a singular substance, known as "quintoxin", led to the inadvertent contamination of the entire area. The Ur clans evacuated the area post haste, leaving behind several hundred gallons of quintoxin in large, open cauldrons. The status of this virulent substance remains unknown; Darkling slave crews sent into the area have never returned, and the region is considered completely uninhabitable.

The Trackless Wastes: This frigid and forlorn sector of Narandu is rumored to be uninhabited save for a possibly mythical species of creature, known as the crystal kaliya. Naturalists from Vardune, Sindar, Cymril, Zandu, and even the Quan Empire have offered rewards (up to fifty thousand gold lumens, in at least one instance) for anyone able to capture and bring back one of these elusive creatures.

Traitor's Bay: This icy stretch of water is named for the infamous Rasmirin, who launched an assault on L'Haan's fleet of ice schooners during the fall of the year, 403. The treacherous Rasmirin were defeated, and thereafter banished to dwell forever on the Outcast Isles (*q.v.*). Their sunken ships, laden with treasures stolen from the city of L'Lal, still lay somewhere at the bottom of Traitor's Bay.

Trang: Trang is a Thrall communal complex located in the eastern jungles of Taz, adjacent to the border of Astar. It is similar in most respects to the communes of Targ and Tor. Individuals hailing from Trang typically bear tattoos which are predominantly red and blue in color.

Tunnelrock: This craggy mound of stone is honeycombed with winding passageways and tunnels - hence the name, Tunnelrock. The Gnomekin of the subterranean city of Durne fashioned this elaborate network of passages, only two or three of which lead to their underground homeland. The rest lead to dead ends, pitfalls, air shafts, and cul-de-sacs; the purpose of which is to baffle unwanted intruders seeking to gain access to the Gnomekin settlement. Without the benefit of a map or Gnomekin guide, it is almost impossible for outsiders to find their way through Tunnelrock.

Twin Islands: These two rocky isles lie off the coast of the island of Garganta, in the Thaecian Isles chain. Each is actually an ages-old Monolith, worn and weathered by untold centuries of wind and water. On rare occasions, the two can be heard conversing with each other, their rumbling voices carrying for many miles in all directions. It is said that one of these two Monoliths can utter nothing but the truth, while the other - a deviant sort - speaks only lies. Opinions differ as to which one is which, as neither of the two is particularly talkative, or cooperative.

The Unknown Isles: These frozen northern isles appear on ancient sea charts dating back to the Forgotten Age, but have otherwise never been explored or accurately mapped. Consequently, nothing much is known regarding these places.

Unknown Ruins: Situated amongst the Junglelands of the Dark Coast, the Unknown Ruins have never been explored by any civilized beings, at least as far as anyone knows. This is due almost exclusively to the presence of the fierce Ahazu warclans, who range far and wide throughout the region. It is the practice of these tribes to attack on sight, neither granting nor asking any quarter.

Vahana: Vahana is an agricultural village situated in the Southwood region of Vardune, and is the largest of the Green Ardua settlements. Here, Green Ardua botanomancers and horticulturists grow countless varieties of hybrid plants, including giant species of fruiting and flowering vegetation. The majority of Vardune's viridia crop is produced here, tended and harvested on large, well-organized plantations. Barge forts, grown over sturdy wooden frames, are also produced in Vahana for shipment to the Blue Arduan settlement of Valanis.

Vajran Hills: Traditional territories of the Vajra, the Vajran Hills are rich in minerals, timber and other natural resources. After the Quan annexed the region, the Vajra were forbidden to live here anymore, and were deported from their sub-earthen homes to

slave camps in the vicinity of Karang, near the Opal Mountains. The Vajra's former settlements were sealed-up, pending the results of a government study examining the feasibility of turning the entire area into a vast mining installation.

Valanis: Valanis is a fortified river port situated in the Northwood region of Vardune, and the largest of the Blue Ardua's settlements. Here are docking facilities for several dozen Arduan barge forts, which are used to patrol the Axis River from the northern border of Vardune south to Jhangara. Mercenary scouts and trackers sometimes come to Valanis to hunt grues - hostile quasi-elementals, which pose a considerable danger to the local viridia crop. The Ardua offer a bounty of five hundred gold lumens for every grue killed or captured anywhere in Vardune.

Valley of Forgetfulness: The Necros River runs through this densely-forested vale, which is considered part of both Werewood and Silvanus. Late in the evening, silver-grey mists rise upwards from the river and hang over the valley. Individuals who breathe these vapors can purportedly suffer partial or even total memory loss, the duration of which may last from one to ten days (or much longer, in rare instances). Werebeasts and banes prowl the slopes of the valley, where the bodies of convicted felons were once interred during the time of the Phaedran dynasty.

Valley of Mist: The Valley of Mist lies to the north of the Volcanic Hills, beyond the Firefalls. The place is renowned as the site of the Well of Saints, the sparkling waters of which are reputed to possess miraculous healing properties. Insidious mist-creatures, called vorls, proliferate in the valley, and are a source of dismay to pilgrims and others who attempt the journey to this isolated locale.

The Vanished Kingdom of Shalihan: On this site, in ancient times, stood the fabled Kingdom of Shalihan - a land renowned for its formidable magicians, who were masters of illusion (the legendary illusionist, Cascal, may have hailed from Shalihan, or so some scholars believe). Where Shalihan is now, no one knows; apparently, the entire kingdom simply vanished into thin air. Individuals who aspire to search for the Vanished Kingdom must contend with the region's current inhabitants, which include beastmen, malathropes, and darkmanes.

The Variegated Forest: The Variegated Forest is named for its wildly colorful flora and fauna, the like of which is to be found nowhere else on the continent. Here, plants and animals sport the most exotic and vibrant hues. For example, there are lime-green malathropes, groves of purple tanglewood, birds with six-colored plumage, xanthene yellow shathane, pink monitor imps, and a host of other lifeforms which have adapted to the uniquely colorful surroundings. There is a considerable market in Tian and elsewhere for plants and creatures from the Variegated Forest, which are regarded as wondrous curiosities in other lands.

Vashay: The river settlement of Vashay is the capital of Vardune of the Seven Kingdoms, and an important center for trade between the Seven Kingdoms and the Western Lands. Situated on the banks of the Axis River, the settlement consists of numerous three-tiered tree dwellings, constructed of artfully-woven vines. Boats made of dried pods from the giant viridia plant ply the river, along with the barge-forts of the Blue Ardua. There is a bridge here, spanning the Axis River to the land of Aaman.

Virdistan: Traditional homeland of the mongrel Vird tribes, Virdistan was conquered by the Rajans around the early part of the fourth century. The nomadic Virds still live in this desert region, tending their herds of land lizards, durge, and such creatures as they have managed to capture from merchant caravans enroute to the bridge at Hadran. Sand demons, araq, wild duadir, and the much-feared opteryx are common to this arid land.

Vishana: Located in the sweltering southern jungles of Quan, Vishana is a military outpost of some importance to the Quan Empire. The fortress stands at a juncture of the River Shan and the Emperor's Road, adjacent to territories inhabited by the head-hunting Witchmen tribes of Chana. Vishana is constructed primarily of local hardwoods, and surrounded by a barricade of wooden stakes, pits, and trenches. Several garrisons of Kang trackers and scouts man the fortress, ever wary of assaults by the Witchmen tribes.

Vodruk: Vodruk is one of three large Ur clan settlements located in Urag. It is similar in most respects to the fortified settlement of Grod (*q.v.*).

The Volcanic Hills: This region is marked by twisted mounds of stone, craters, rivers of fiery magma, and both dormant and active volcanoes. The race of Saurans inhabits this area, which is also home to the hive-colonies of Raknids (deadly enemies of the Saurans), land dragons, azoryl, fearsome vasps, and manrak. The Volcanic Hills are rich in firegems, precious stones valued for their beauty, as well as their reputed magical properties.

Vulge: Vulge is an isolated stone fortress set in the Jade Mountains of southern Quan, and manned by a contingent of Kang trackers. The occupants live in constant fear of the Manra tribes; shape-changing humanoids, who resent the intrusion of the Empire's forces into their traditional hunting grounds. Nagra spirit trackers, Kaliya, and winged vipers are likewise native to this hostile land.

Wailing Mountain: A high, twisting spiral of grey basalt, Wailing Mountain derives its name from the dismal groaning sounds which seem to originate from its uppermost reaches. Most scholars attribute these noises to the wind, and to the mountain's unusual configuration. Others cite an ancient Phaedran legend, which states that the great archimage, Soliman, imprisoned a treacherous Shaitan somewhere within the mountain. Those who lend credence to this tale say that the awful wailing noises are the sounds made by the giant, chained devil, lamenting its fate.

Waning Brook: Once a great river which ran from the Amethyst Mountains through the forests of Tamaranth and beyond, Waning Brook has diminished considerably over the course of several centuries, and is currently little more than a wide, swift-flowing stream. The brook's present condition is attributed to the Ice Giants, whose southerly advances have sufficed to freeze over many of the old river's former tributaries.

Warlock's Keep: This forelorn island of ice resembles a jagged crystal tower, protruding upwards from the Midnight Sea. In Mirin legend, this place is home to an ancient warlock named Nobius; a master of Grey Witchcraft, and a figure of unpredictable temperament. Lending credence to the legend are the reports of Mirin tundra scouts, who claim to have spotted matrices of colored light hovering above the island. To date, this has been the extent of the Mirin's curiosity regarding the purported inhabitant (or inhabitants) of Warlock's Keep.

The Watchstone: This massive pinnacle of stone rises high above the Plains of Golarin, reaching almost into the clouds. Climbing the winding stone stairs to the summit (an effort normally requiring the better part of a day to complete), one can see clear across Golarin. The Watchstone is considered a holy place by the Orthodoxists of Aaman, who claim that from this lofty

height, one may glimpse the gates of paradise. Ravengers favor the high elevations as well, primarily for purposes of ambushing groups of incautious Aamanian pilgrims.

Weeping River: Northernmost tributary of the Sascasm, Weeping River runs from Mordante's Deep in northern Werewood, almost to Green Lagoon. Giant river kra lurk in these waters, which are difficult to navigate (level of difficulty: 5) due to accumulations of silt, mud, and tangled vegetation.

The Western Glaciers: This stretch of bleak, icy terrain is inhabited mainly by herds of lopers, tundra beasts, frostweres, and ice giants. Blue diamonds and snow lily can be found here, for those who care to explore this bleak domain.

The Wilderlands Road: This ancient and decrepit thoroughfare runs the length of the Wilderlands of Zaran, from Kasmir in the west to the Quan Empire. Once paved with sturdy hexagonal stones, the roadway now lies in ruins. It is unsafe in many places, and is often rendered impassable during the time of the spring ruins.

The Wildlands: The Wildlands of southern Quan are home to numerous sorts of jungle-dwelling creatures, including kaliya, winged apes, malathropes, and alatus. Many varieties of rare herbs and plants grow wild here, such as tantalus, red and black lotus, narcolesian, and devilroot. These resources go largely untapped, due to the hostile nature of the surrounding environs.

Witchwood: This woodland region, located in the eastern sector of Werewood is home to the Dhuna; practitioners of witchcraft, who fled here to avoid persecution by the Aamanians following the Cult Wars. Hidden deep in these woods, the Dhuna discovered a number of sacred groves, each demarcated by a circular ring of ten-foot tall runestones. The Dhuna settled in these areas, where they remain to the present day. There are known to be White, Black, and Grey Dhuna covens in existence, each living apart from the others in a separate region of Witchwood. It is also known that werebeasts, mandragores, ghasts and banes haunt these areas. It is not known what secrets the Dhuna may have discovered, when they deciphered the ancient runestones that they found hidden in the depths of Witchwood.

Woodlands of Zandu: This forested area was razed by torch-wielding Orthodoxists during the Cult Wars of the early New Age. The Paradoxist government of Zandu restored the area after the war, according to its own eccentric designs. The Woodlands is now a forest preserve, resplendent with groves of quince, blue pomegranate, incense tree, and succulent barb-berry. Man-made streams and ponds dot the mossy terrain, interspersed with copses of spice tree and giant fern. A section of acreage has been reserved for the pleasure of the Sultan of Zandu, who is an avid bird-watcher, or so it is said. A troupe of Zandir swordsmen and swordswomen always accompanies the Sultan's entourage, conferring protection from the woodland's less-savory inhabitants. These include exomorphs, malathropes, and several varieties of poisonous, metallic-scaled serpents.

The Yellow Marshes: The sallow-hued swamps of this region of Mog teem with a variety of unusual flora and fauna: amber wasps and gold beetles, sulphur trees, topaz-colored winged vipers, yellow marsh striders, and many others. All blend more or less into the surrounding environs, making it difficult to distinguish one thing from another - a situation presenting certain hazards to incautious adventurers who seek to traverse the Yellow Marshes.

Yrman's Woods: Yrman's Woods range throughout the central sector of Yrmania, a region of irregular hills, bluffs and deep gullies. The trees here are mainly old and gnarled: stunted spider-oak, withergall, and tanglewood, having little value as timber. Some claim that veins of black iron and silver run through the hills of Yrman's Woods. So too, do packs of two-headed tundra beasts, mated pairs of yaksha, and herds of vile darkmanes.

Yrmanian Bay: This open expanse of water is seldom frequented by ships, for the reason that there would be little purpose in doing so; the Yrmanian Wildmen are notable for their insane and unpredictable behavior, and Night Demons from the nearby Midnight Isles infest the area in numbers.

Zadian: Zadian is a fortified citadel situated along the central coastal regions of Zandu. A sizeable contingent of Zandir troops is stationed here, including units of ontra-mounted lancers, mounted archers, swordsmen and swordswomen, and border scouts. The citadel stands atop a hill overlooking the rich estates, vineyards, and groves of Zadian's wealthy aristocracy, who live much in the manner of feudal lords.

Zagiran: Traditional homeland of the Aramut and Zagir tribes, the arid mountain region of Zagiran was conquered by the Rajans toward the end of the third century. Many Aramut and Zagir continue to dwell in the region, living much as their nomadic ancestors did some six hundred years ago. Satada, earth demons, azoryl, and land dragons are also found in this rugged, mountainous area.

The Zandir Moors: This area of verdant knolls, flatland and bogs occupies a portion of western Zandu. It is notable for numerous exotic varieties of wildflower, from which are derived costly scents, essences, and enchanted philtres. Included among these is the rare "everblue starfire"; a magical hybrid reputed to possess extraordinary virtues, and valued at over a thousand gold lumens. Aspiring botanists and fortune-seekers are advised to beware of malathropes and bog devils, which are also known to inhabit the moors.

Zandre: Located to the south of Werewood, Zandre is a fortified border outpost housing a contingent of Zandir scouts. The outpost stands adjacent to an old stone bridge, which spans the Sascasm River. Zandre is frequented by hunters, trackers, and traders from the surrounding areas, as well as the fishermen of Zann; a stubborn and reckless folk, who sail their small skiffs upriver in order to sell their wares at the outpost. For ten gold lumens a day a Zann fishermen will convey a small party by boat to almost any destination desired, including Werewood.

Zann: Zann is a seaport located on the western coasts of Zandu, notable primarily for its inhabitants; the Zann, who bear a wide reputation as the most steadfastly contrary folk in all of Talislanta. Zann rarely agree with other peoples, and are extremely opinionated. Most are fishermen, boatsmen, or woodland guides by trade. The Zann drink from streams thought to be tainted by waters from the Necros River, which may go far to explain the curious behavior of these folk.

Zanth: Zanth is the capitol of Zandu, a country ruled by the Paradoxist Cult. The city lies adjacent to the rival Aamanian capitol of Ammahd, though separated by a towering structure known as the Great Barrier Wall. Zanth is known for the permissiveness of its laws and customs, and enjoys a wide and favorable reputation among the continent's foremost magicians, charlatans, professional mystics, and con-artists.

Zantil: Zantil is a small Zandir coastal facility built on a peninsula overlooking the Sea of Sorrow. There is a lighthouse and

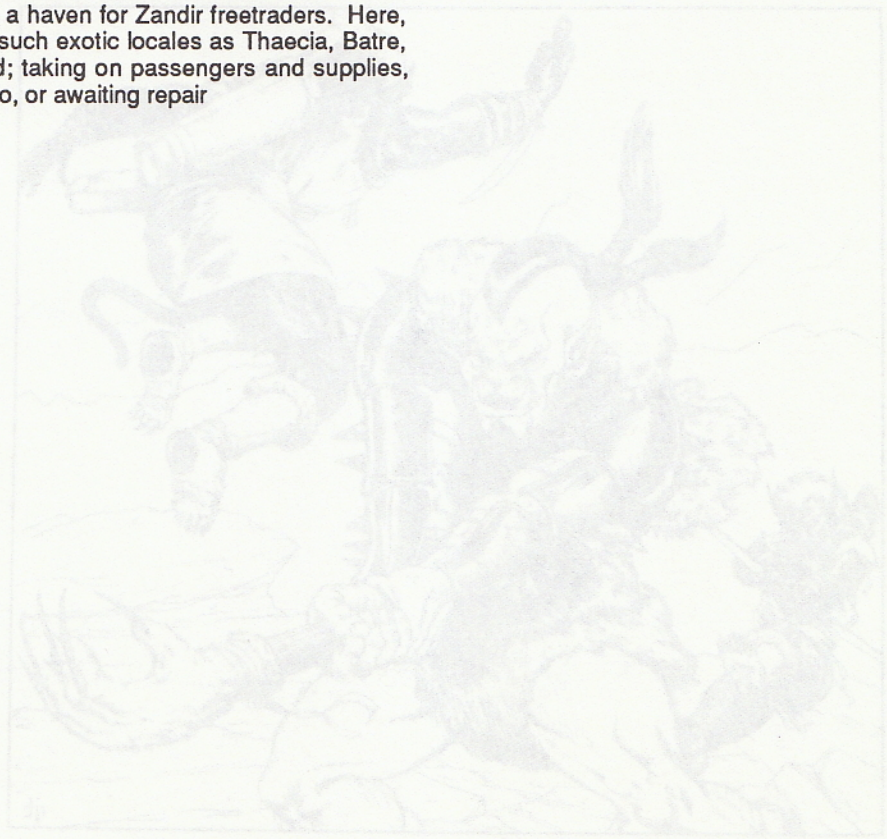
watchtower here which serves as an aid to ships navigating the waters of the Sea of Sorrow, and as an early warning system intended to alert vessels of the presence of giant sea scorpions, which occasionally may enter the area via the Phaedran Straits. In the latter case, a red beacon (produced by torches reflected by a ruby-colored crystal) indicates danger by night; by day, bellows-horns are used to sound the alert.

Zantium Bay: Zantium Bay is an open waterway which is traversed mainly by Zandir merchant and fishing vessels headed to and from the port settlement of Zantium. It is tricky to navigate in spots (level of difficulty:), due to the presence of rocks lying just below the waterline. Accidents owing to such circumstances are not unknown, particulary as regards foreign vessels, whose navigators often lack familiarity with these waters.

Zantium: Westernmost of Zandu's seaports, Zantium is a walled settlement constructed at the terminus of the Sascasm River, near Zantium Bay. Its exports include timber, costly perfumes, and exotic plants and wild beasts from the Zandir Moors. There is a trading post at Zantium where Jaka and Zandir trackers come to sell hides, captured animals, and other goods.

Zaran Mountains: The rugged peaks of the Zaran Mountains are the refuge of the Za bandit tribes, who hole-up in these parts in order to elude patrolling Dracartan desert scouts. The Za are believed to have numerous hideouts in the Zaran Mountains, where they temporarily store excess loot, equipment, and slaves. The region is rich in black iron ore and certain, small types of semi-precious stones. Vasps and manrak from the nearby Volcanic Hills are also fairly common here.

Zir: The port city of Zir once served as Zandu's largest naval facility, where warships were constructed for use in the Cult Wars. The shipyards now turn out more merchant vessels than warships, and Zir has become a haven for Zandir freetraders. Here, ships headed to and from such exotic locales as Thaecia, Batre, and Faradun can be found; taking on passengers and supplies, loading and unloading cargo, or awaiting repair



THE NATURALIST'S COMPENDIUM

The following section features a listing of many new varieties of animals, insects and plantlife native to the continent of Talislanta. The basic format for game statistics is as follows:

SIZE: Typical height/length and weight, usually expressed as a range.

EXCEPTIONAL ATTRIBUTES: Listed here will be any exceptional high or low attribute scores possessed by a typical creature of the species indicated. "Plus" ratings (+1, +2, etc.) are used to denote above average attributes, and "minus" ratings (-1, -2, etc.) are used to indicate below average scores. If an attribute is not listed here, the creature should be considered to have average ("zero" rating) ability in this area. The eight attributes used in the Talislantan system are as follows: INT (Intelligence): Intellectual capacity, WILL (Will): Willpower, PER (Perception): Sensory awareness, CHA (Charisma): Presence, forcefulness, STR (Strength): Physical strength, DEX (Dexterity): Agility, CON (Constitution): Endurance, resilience, SPD (Speed): Quickness, rate of movement.

LEVEL: This is an indicator of the creature's/being's level of ability, typically expressed as a range (such as "LEVEL: 1-10"). A rating of 1+ indicates that the creature or being has unlimited potential for advancement in level. A rating such as "15+" indicates that the creature's minimum level of ability is 15; a rating such as "2-8+" indicates that the majority of the species fall into this range, with exceptional individuals having the potential to achieve a higher level of ability.

ATTACKS/DAMAGE: This indicates the attack capabilities of the creature (if any), including the type of attack employed (claw, bite, weapon, etc.) and the typical amount of damage resulting from such attacks. The type of dice indicated (d4, d6, etc.) dictates the range of damage for each attack form listed.

SPECIAL ABILITIES: If the creature listed has any extraordinary abilities or talents these will be listed here.

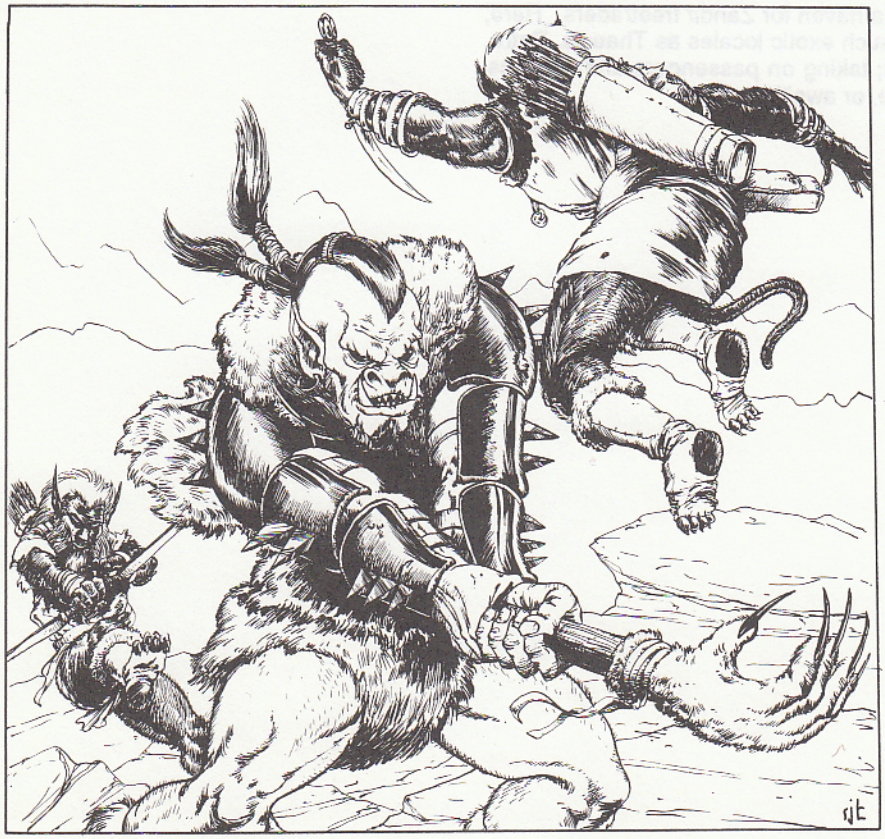
ARMOR: This is a rating of the listed creature's natural protection (hide, scales, etc.), as compared to a variety of armor types. If the creature has no protection, it will be rated as "unarmored."

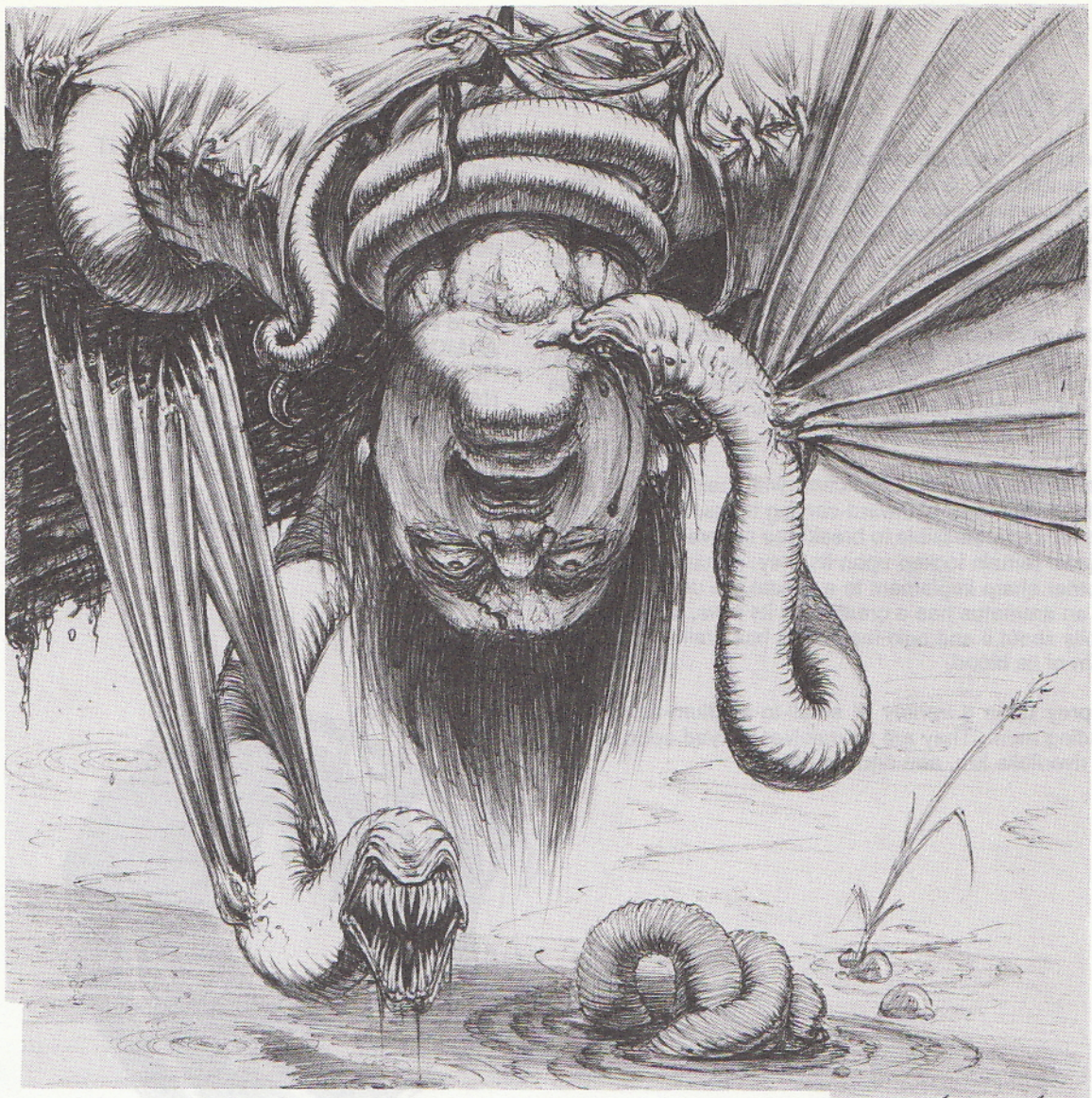
HIT POINTS: The average number of hit points which a typical member of the species indicated will be listed here, expressed as a range (see LEVEL for details on possible variations in range).

HABITAT: This indicates region and/or terrain types in which the creature or organism is commonly found.

COMMENTS: Any additional information pertaining to the creature and its habits will be listed here.

Stats for animals, insects and plantlife are presented in revised formats, as indicated in the text.





ALATUS

The alatus is a variety of winged leech which is found primarily in swamps and jungle regions, such as Mog, the Dark Coast, and the southern coasts of Faradun and Quan. They normally nest in the hollows of rotten trees, flying forth to feed after sundown. A large tree may be riddled with dozens of these repugnant creatures, huddled together in a writhing mass of pale, snake-like forms.

Alatus hatch from eggs, which the female lays in dead or rotting wood. They emerge as wingless larvae, about six inches in length. At this stage of the creature's development, the alatus feeds mainly upon small animals and vermin, and is practically indistinguishable from the most common species of swamp leeches.

After a period of one or two weeks the larval alatus burrows into the ground, encases itself within a fibrous sac, and goes into hibernation. It may remain in such a state for months, or even years; the naturalist *Thystram* claimed to have found hibernating alatus in sealed crypts and catacombs which had lain undisturbed for over a hundred years.

When at last the alatus comes forth from its sac, it is as a full-grown adult: a hideous, serpentine creature up to six feet in length, with leathery wings and curved fangs. An alatus of this size may attack creatures as large as mogroth, strangling prey with its sinuous tail while sucking the victim's blood. Nagra spirit trackers eat alatus, which they regard as something of a delicacy.

ALATUS
SIZE: 6', 120 lbs.
EXCEPTIONAL ATTRIBUTES: INT -8, STR +2, DEX +1, SPD +1
LEVEL: 2-5
ATTACKS/DAMAGE: Bite: d4 per round (blood drain), tail: d4 per round (constriction)
SPECIAL ABILITIES: Flight
ARMOR: Unarmored
HIT POINTS: 12-24
HABITAT: Swamps, junglelands
COMMENTS: Alatus are believed to be carriers of a rare form of blood disease, the symptoms of which include gradual loss of strength (-1 per week), nausea, and - eventually - loss of motor functions. The Dhuna reportedly know of a cure for this disease, which they call "blood-fever".

ARAMATUS

The aramatus, or "armored leech", is a denizen of bogs, cesspools, and quagmires. A distant relative of the alatus (or "flying leech"), these creatures may attain lengths of up to twenty feet; thirty or even forty-foot aramatus are reported to thrive in the contaminated moats which surround the Ur clan settlements of Grod, Vodruk, and Krag.

Aramatus are aquatic creatures, rarely encountered out of water. They make their lairs in underwater recesses and enclosures, such as small caves, crevices, piles of refuse, and sewage pipes. Here they lurk in hiding, waiting to ambush unsuspecting prey.

Aramatus attack by latching onto victims with their powerful jaws, which are lined with rows of inward-curving fangs. The bite of an aramatus is almost impossible to break free of; even in death, the creature's jaws remain locked upon its prey, requiring the use of a knife or other sharp implement to extricate the unfortunate victim. Once an aramatus has a creature in its jaws, it will wrap its armored coils about it and hold fast until it has drained the unfortunate victim of its blood.

Aramatus prey upon a variety of small-to-medium-sized creatures, including men. They are themselves preyed upon by skalanx, giant river/lake kra, and aquatic vasps.

ARAMATUS
SIZE: 20'+, 200+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -8, PER +3, STR +5, DEX -2, SPD +2
LEVEL: 6-12
ATTACKS/DAMAGE: Bite: d8 (+d6 per round, blood drain), constriction: d6 per round (+1-2 points damage from spines,barbs)
SPECIAL ABILITIES: Tenacious bite is practically impossible to escape (see COMMENTS)
ARMOR: As per plate mail
HIT POINTS: 24-36
HABITAT: Swamps, sewers, jungles
COMMENTS: The removal of an aramatus' fanged jaws can be a grisly process in and of itself; only a skilled healer or hunter will be unable to accomplish this without causing the victim an additional 1-3 points of damage. Like alatus (*q.v.*), the bite of an aramatus may cause disease.

BATRANC

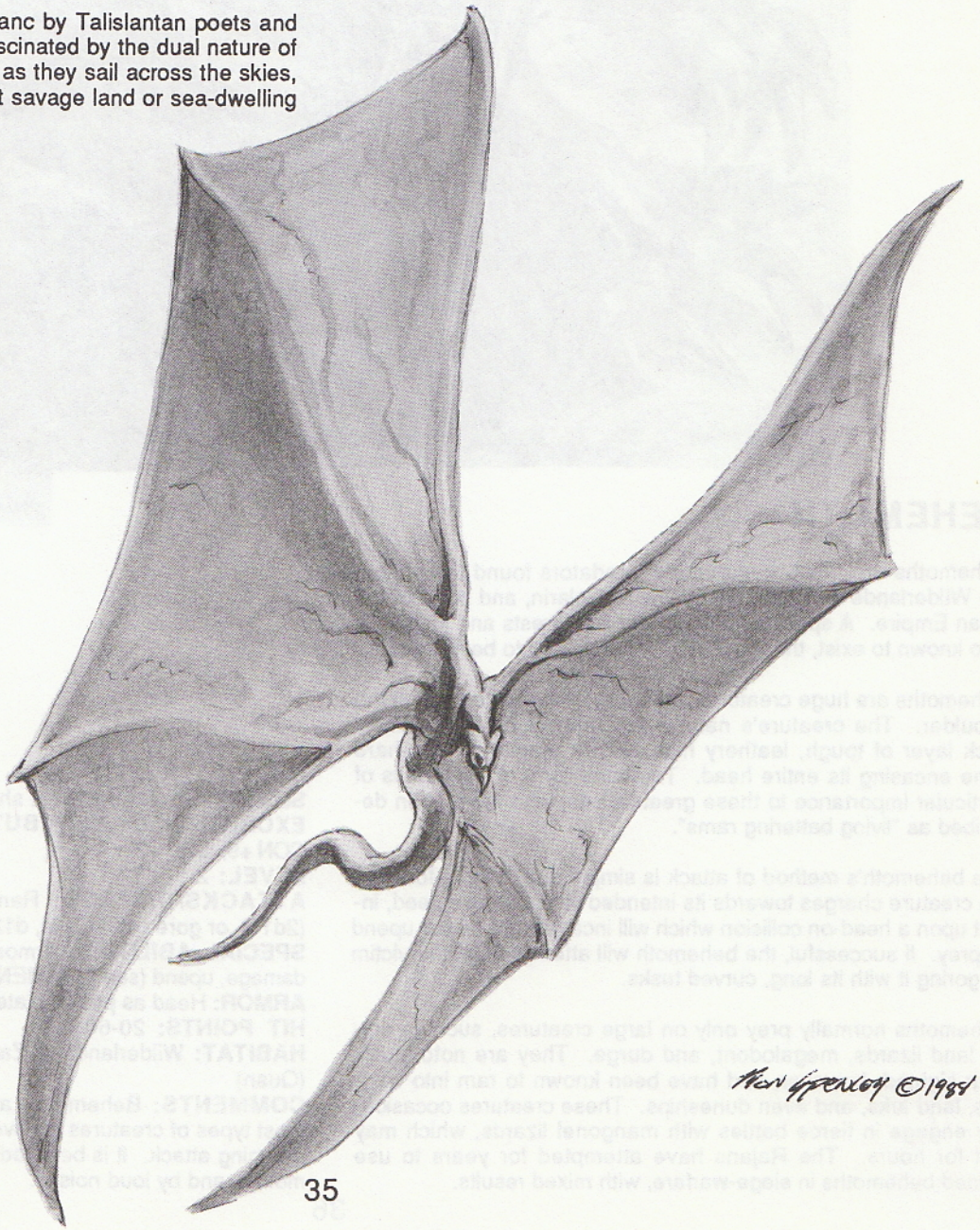
Batranc are kite-winged predators native to the skies above Talislanta. They have wings of translucent membrane, stretched taught over a framework of cartilaginous spines and measuring over thirty feet across. By contrast, the creature's serpentine body rarely exceeds ten feet in length from head to tail.

Batranc are a true avian species, spending their entire lives in the air. They are able to glide effortlessly on the winds, riding the air currents as a sailing ship rides the waves. Despite their great wingspan, these creatures are surprisingly graceful, and can execute the most complex and dazzling aerial maneuvers without exertion.

Batranc prey on other avian creatures, including azoryl, stryx, ravengers, and a variety of smaller lifeforms. The creature's grasping tail is its main weapon, both for attack and defense. The batranc's long, tearing fangs are used primarily to devour its prey, which it does by holding the victim in its coils and rending it to bits.

Much has been written of the batranc by Talislantan poets and balladeers, who have long been fascinated by the dual nature of these creatures: beautiful to watch as they sail across the skies, yet as cold and deadly as the most savage land or sea-dwelling predators.

BATRANC
SIZE: 30+' wingspan, 10' long, 140 lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, PER +6, STR +2, DEX +6, SPD +8
LEVEL: 4-8+
ATTACKS/DAMAGE: Fangs: d10, tail used for grasping only
SPECIAL ABILITIES: Can remain airborne indefinitely
ARMOR: Unarmored
HIT POINTS: 16-24+
HABITAT: The skies above Talislanta
COMMENTS: Batranc will never attack creatures on the ground, but will sometimes snatch individuals from high places (towers, mountaintops, etc.). They pose a great threat to windships and winged humanoids, such as gryphs.



BEHEMOTH

Behemoths are giant, quadrupedal predators found throughout the Wilderlands of Zaran, the Plains of Golarin, and parts of the Quan Empire. A species native to tropical forests and jungles is also known to exist, though they are considered to be quite rare.

Behemoths are huge creatures, standing up to ten feet tall at the shoulder. The creature's natural armament includes an inch-thick layer of tough, leathery hide, with a mantle of rock-hard bone encasing its entire head. The latter form of defense is of particular importance to these great beasts, who have been described as "living battering rams".

The behemoth's method of attack is simple and straight-forward: the creature charges towards its intended victim at full speed, intent upon a head-on collision which will incapacitate and/or upend its prey. If successful, the behemoth will attempt to kill the victim by goring it with its long, curved tusks.

Behemoths normally prey only on large creatures, such as ahtra, land lizards, megalodont, and durge. They are notoriously near-sighted, however, and have been known to ram into wagons, land arks, and even duneships. These creatures occasionally engage in fierce battles with mangonel lizards, which may last for hours. The Rajans have attempted for years to use trained behemoths in siege-warfare, with mixed results.

BEHEMOTH
SIZE: 18+' in length (10' at shoulder), 4000-5000 lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, STR +9, DEX -5, CON +9, SPD +2
LEVEL: 2-8
ATTACKS/DAMAGE: Ram: 2d12 (+1 per level), trample (2d10), or gore (with tusks, d12); one attack per round
SPECIAL ABILITIES: Armored skull is virtually impervious to damage, upend (see COMMENTS)
ARMOR: Head as per +2 plate armor, body as per chain mail
HIT POINTS: 20-60+
HABITAT: Wilderlands of Zaran, Plains of Golarin, Greylands (Quan)
COMMENTS: Behemoths are able to upend or knock down most types of creatures (or even wagons) on a roll of 20+ on any ramming attack. It is believed that these beasts are attracted by motion, and by loud noises.

BOG DEVIL

Bog devils are a species of amphibious humanoids indigenous to the dense swamplands of Mog and certain sectors of the Dark Coast. Over the course of time, a number of these creatures have migrated eastwards to the coastal jungles of Faradun and Chana, and south to the island of Imria. Accounts of bog devils inhabiting Green Lagoon in Werewood are considered unreliable at best, however.

Bog devils stand close to seven feet in height, and have glistening, yellow-green hide. They are sometimes mistaken for sea demons by drunken or panicky sailors, a mistake which can be avoided by noting the fact that bog devils are more slender in build, and have long tails (used for swimming). A trailing "beard" of algae or swamp grass is also characteristic of the species, and is responsible for these creatures being referred to in some places as the "old men of the swamps".

Bog devils are marsh-dwellers, who live in underwater caves and grottoes. They are excellent swimmers, and can survive out of water for extended periods of time. Bog devils are the enemies of swamp demons, with whom they compete for food. Their favored prey include young mogroth, water raknid and marsh strider eggs, and small-to-medium-sized humanoids. They use crudely-made spears, nets and snares to catch prey, which they drag back to their watery lairs. Adult mogroth will attack these creatures on sight, in order to protect their young.

BOG DEVIL
SIZE: 6 1/2-7', 160-200 lbs.
EXCEPTIONAL ATTRIBUTES: INT +2, PER +4, STR +3, DEX +2, SPD +2, (+8 in water)
LEVEL: 1-12+
ATTACKS/DAMAGE: Bite: d4, claws: d4, or as per weapon employed
SPECIAL ABILITIES: Superior swimmers, stealth/snares/stalking/tracking abilities (similar to standard skills of the same sort)
ARMOR: As per leather armor
HIT POINTS: 14 (+2 per level)
HABITAT: Swamps, marshlands, underwater caverns
COMMENTS: Bog devils are cunning creatures, skilled at setting traps and ambushes. They speak a variation of the Talislan tongue, but seldom converse with other intelligent species. It is not unknown for a bog devil to serve as a guide for a party of Imrian slavers, though such arrangements are usually only temporary.

DURGE

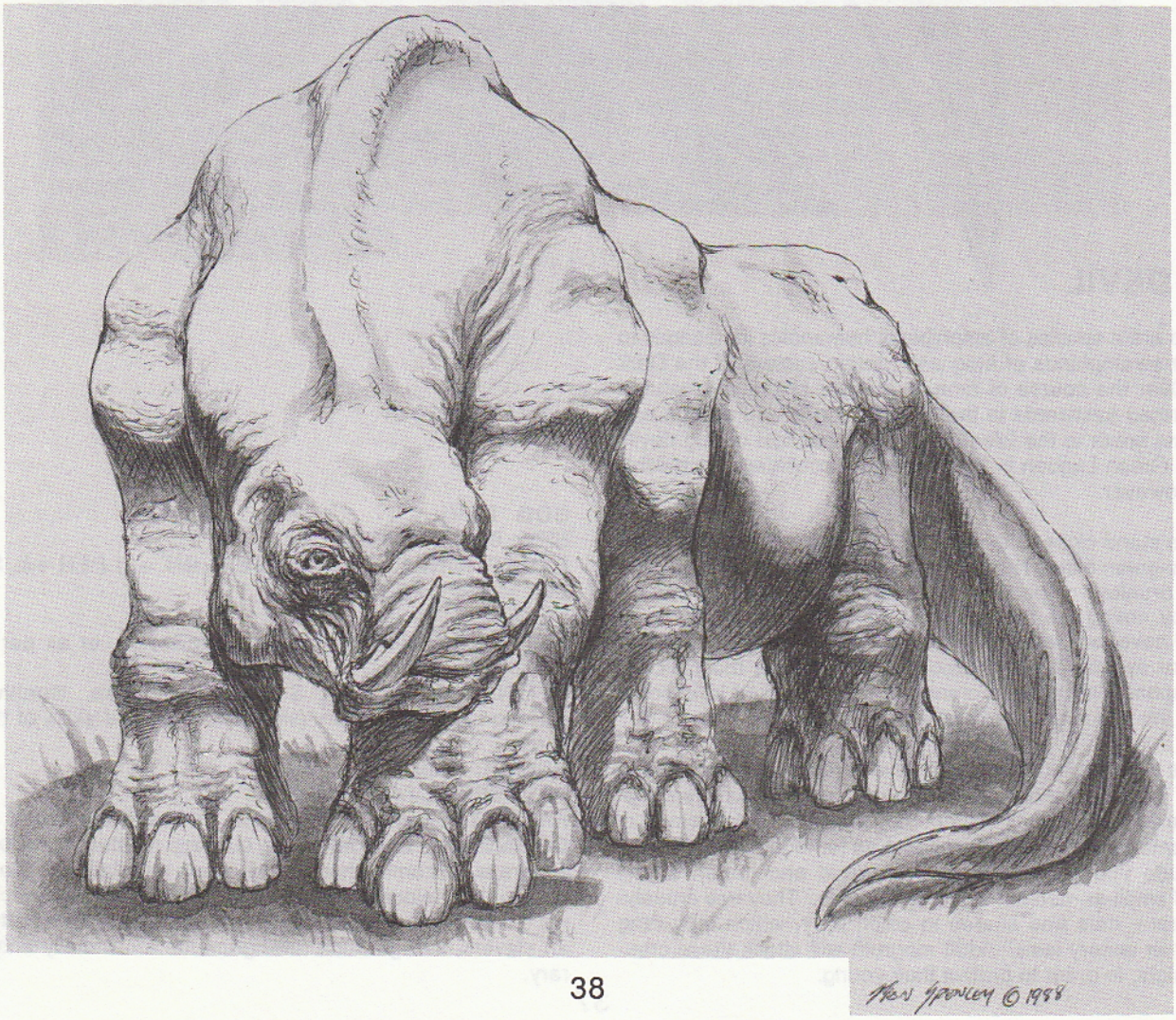
Durge are a species of ponderous, six-legged herbivore originally bred by the ancient Phaedrans for use as burden beasts. The experiment, viewed in retrospect, appears to have been less than entirely successful. As planned, the hybrid durge were large and exceptionally powerful. They thrived on weeds, dry grasses, and other inexpensive foodstuffs, and were mild and placid by nature.

Unfortunately, few of the durge showed any great inclination towards hard labor, preferring instead certain, more leisurely pursuits; specifically, chasing after durges of the opposite sex. The creatures soon proved to be remarkably prolific; so much so, that the Phaedrans were forced to release great numbers of the hulking creatures into (what was then) the eastern wilderness.

Durge are now found throughout much of the continent, from Zandu to the Quan Empire. Great herds of these creatures are known to inhabit the Plains of Golarin and nearby territories. A few domesticated durge are still used as dray beasts, though most are now raised for food. There is no shortage of durge in Talislanta, a condition which has enabled many a predatory species to survive, and even to flourish.

Wild durge are somewhat less placid than their domesticated ancestors, though they are still far from aggressive. They tend to huddle together if threatened, relying on their great bulk and numbers for protection.

DURGE
SIZE: 8' long (5' at the shoulder), 2000+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -10, STR +8, DEX -10, SPD -9
LEVEL: 1
ATTACKS/DAMAGE: Normally, none. Head-butt: d10, only if harassed
SPECIAL ABILITIES: See COMMENTS
ARMOR: As per leather armor
HIT POINTS: 20
HABITAT: Civilized regions, Plains of Golarin, Wilderlands of Zaran
COMMENTS: Durge reproduce at an astounding rate, a typical female giving birth to as many as two dozen calves each year (about a half-dozen every three months, which is the usual gestation period for durge). Young durge grow quickly, reaching maturity within a year's time.



ECHINOMORPH

Echinomorphs are large, spiny-skinned predators native to temperate coastal regions, reefs, riverbeds, lagoons and tropical isles. They are also found in the Sinking Land, where these creatures pose a grave danger to the intelligent mollusks known as snipes.

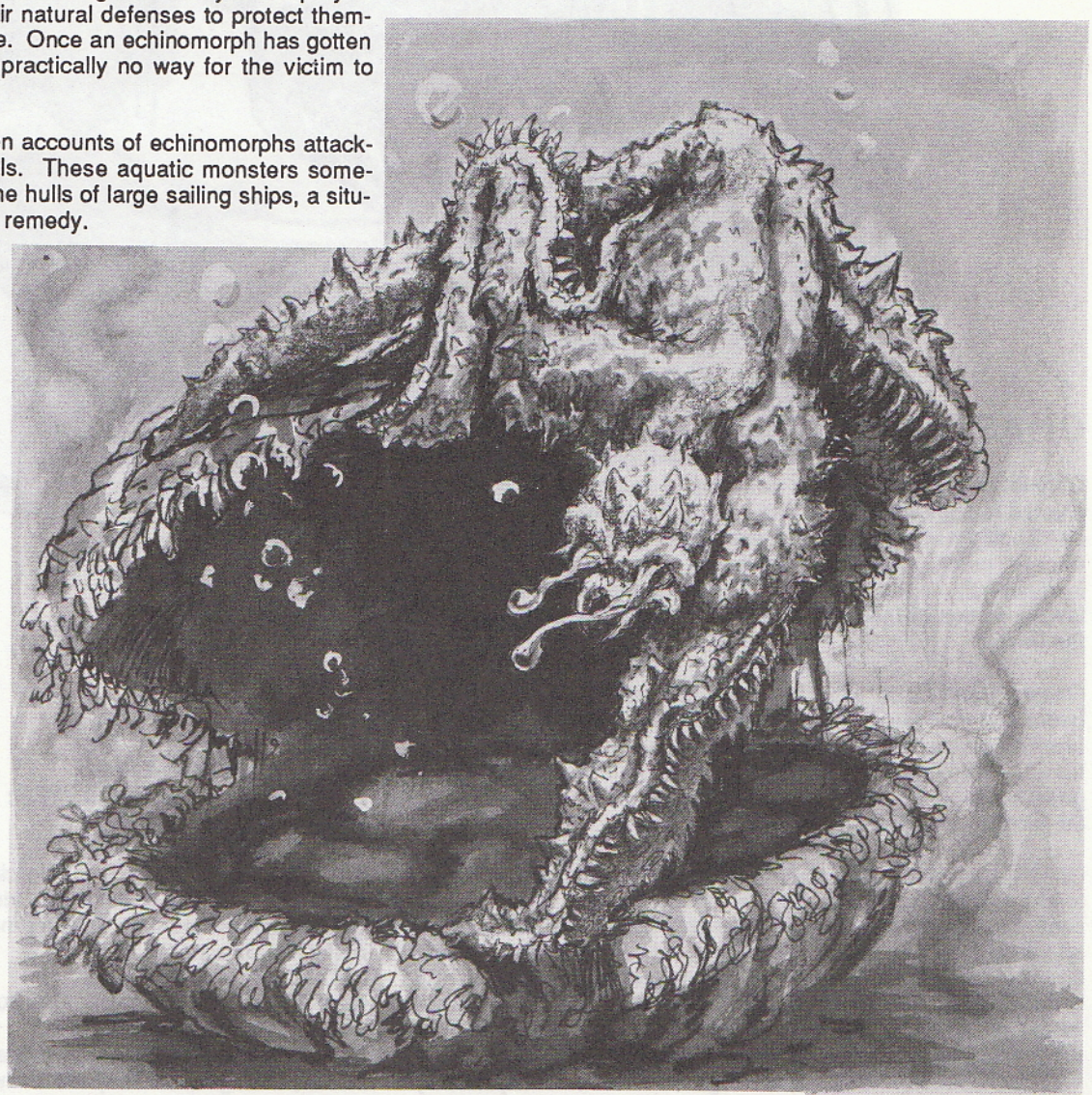
Echinomorphs are squat, bulky creatures, whose bodies are completely encased in a heavy, armored skin studded with sharp spines and burrs. The undersides of the limbs and tail are lined with rows of small barbs and suckers, which are used to hold fast to coral reefs, rocks, or the echinomorph's prey. It is not uncommon for adult specimens to gradually become covered with barnacles, algae, and clinging plants.

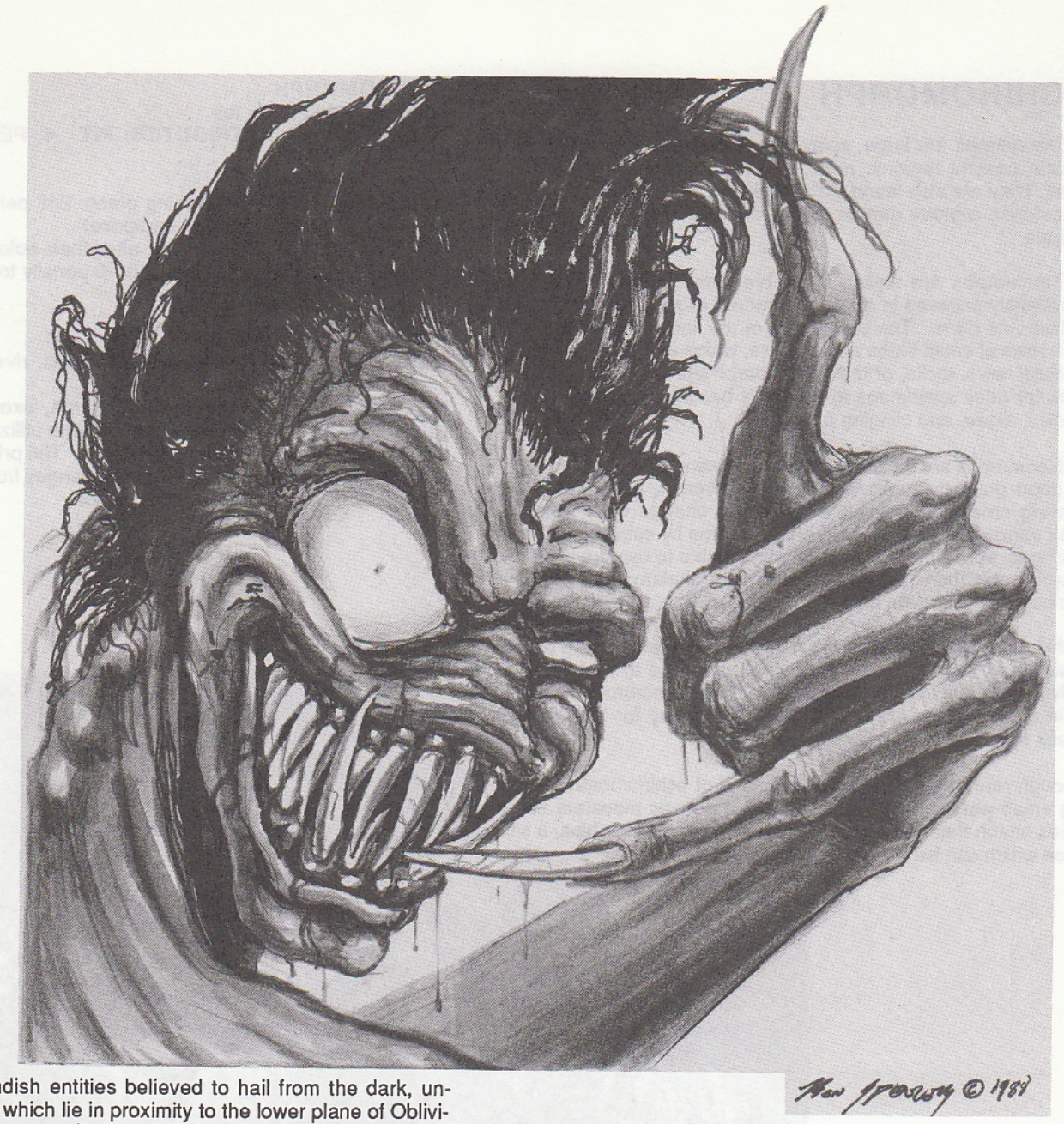
Echinomorphs are incapable of swift movement. They feed mainly upon giant mollusks, water raknid drones, and other slow-moving creatures, using their ability to change color to match their surroundings in order to attack victims by surprise. By such methods, echinomorphs are sometimes able to capture creatures much faster than themselves, including skalanx, sea demons, rainbow kra, and even man.

Echinomorphs utilize their great strength to slowly crush prey in their grasp, relying upon their natural defenses to protect themselves from suffering damage. Once an echinomorph has gotten hold of a creature, there is practically no way for the victim to break free.

Though rare, there have been accounts of echinomorphs attacking small water-going vessels. These aquatic monsters sometimes attach themselves to the hulls of large sailing ships, a situation which can be difficult to remedy.

ECHINOMORPH
SIZE: 6-7', 400-500+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, PER +4, STR +9, DEX -6, SPD -10
LEVEL: 3-6+
ATTACKS/DAMAGE: Crushing grasp: 2d8 per round (plus d4 incidental damage from spiny carapace)
SPECIAL ABILITIES: Able to alter their coloration to match their surroundings (roll vs PER at a -6 penalty to detect), powerful grip
ARMOR: As per plate mail
HIT POINTS: 16-24+
HABITAT: Coastal regions, seas, oceans, rivers, the Sinking Land
COMMENTS: The echinomorph's tough, exoskeletal skin is valued by the sea nomads of Oceanus, who utilize this material in the making of armor, among other things. The price of an echinomorph hide (in good condition) typically ranges from 400-600 gold lumens, or the equivalent in barter goods.





GHAST

Ghasts are fiendish entities believed to hail from the dark, uncharted regions which lie in proximity to the lower plane of Oblivion. Their presence on the material plane is attributed to the legendary black magician, Mordante, who - deliberately or inadvertently - opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the world of the living.

Ghasts stand up to eight feet in height, and have unnaturally gaunt and elongated limbs. They reek of the charnal pits which are their favored domains, and have shriveled, nightmarish features. A thatch of filthy, matted hair rises in a peak from the ghast's narrow cranium, with lank patches of hair hanging from the elbows, knees, and the base of the spine.

Ghasts are misanthropic entities, who haunt ancient graveyards, tombs and battlegrounds, sites which are perhaps most reminiscent of their vile home plane. They prey upon living creatures of all sorts, including banes, werebeasts, and men. Though frail and unhealthy-looking, ghasts possess fearsome strength, and cannot be harmed except by magical means. Their feeding habits are grisly by any standards: typically, ghasts use their long, razor-sharp claws to decapitate victims, after which they feast upon the slain creature's internal organs. Ghasts usually hunt by night, spending the daylight hours lurking in crypts and underground barrows, staring into the darkness.

GHAST
SIZE: 7 1/2-8', 160-200 lbs.
EXCEPTIONAL ATTRIBUTES: INT +5, WILL +3, PER +4, STR +6, DEX -5, SPD +2
LEVEL: 8-16
ATTACKS/DAMAGE: Slashing claws: d8+6
SPECIAL ABILITIES: Night vision, detect invisible/astral presences, harmed only by silver/magical weapons
ARMOR: Unarmored
HIT POINTS: 25-45
HABITAT: Lower Plane of Oblivion (originally), crypts, graveyards, wastelands
COMMENTS: Ghasts are possessed of a diabolical, and often insane, intelligence. They are known to covet enchanted items, and to converse with unseen spiritforms, the skulls of their victims, and even themselves.

HALF-MEN

Half-men are the by-products of sorcerous cross-breeding and hybridization, procedures which were employed extensively by the Quaranians and other unscrupulous peoples during the time before The Great Disaster (now banned throughout much of the continent; it is believed that experiments of this sort continue to be performed only in Rajanistan, the Shadow Realm, and possibly Nefaratus).

Half-men generally average from six to seven feet in height, and are basically humanoid in form. All have some unusual physical trait, however, which sets them apart from normal men. Such characteristics can include any of the following: shaggy hide on the lower legs and/or arms, claws, fangs, reptilian hide (on the face, arms or legs only), a mane of bristles, bestial facial features, a tail, cloven hooves, webbed hands or feet, and so forth.

Most half-men still extant on the continent are the descendants of creatures produced as a result of unsuccessful attempts to create new lifeforms (the Quaranians appear to have performed many such experiments simply for their own amusement). As such, the aberrant physical characteristics possessed by half-men rarely afford any but the most meager benefits, most being more closely akin to deformities.

The only known tribe of half-men is the Mondre Khan, whose warlike clans inhabit the mountains of eastern Quan. Like others of their kind, they are feared and despised by most Talislantans.

HALF-MEN
SIZE: 6-7', 180-260+ lbs.
EXCEPTIONAL ATTRIBUTES: Varies according to type; half of all attributes have negative (1-4) ratings, half have positive (1-4) ratings
LEVEL: 1+
ATTACKS/DAMAGE: As per weapon employed (those having claws/fangs: d6 damage for either attack form)
SPECIAL ABILITIES: Varies according to type; possibilities include night vision, water breathing, rock-climbing, etc.
ARMOR: Unarmored
HIT POINTS: 12 (+2 per level)
HABITAT: Wilderness regions, wastelands, some civilized lands (rare)
COMMENTS: Half-men are regarded as animals by other Talislantans, and are often the victims of prejudice. Accordingly, many live outside the law, operating as thieves and bandits.

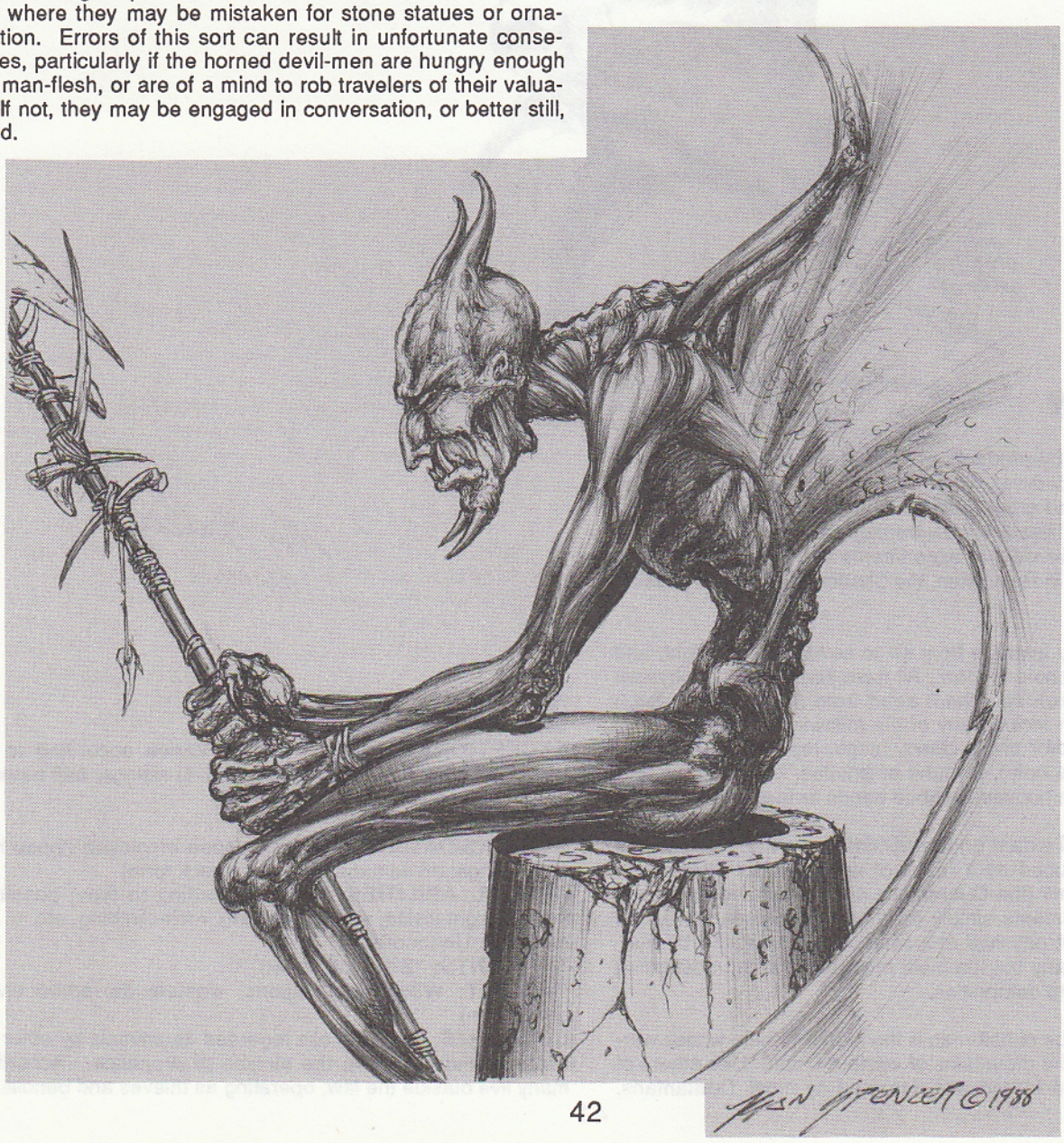
HORNED DEVIL-MEN

Horned devil-men are a race of winged humanoids thought by some to be exiles from a far-distant land, or even another dimension. The renowned naturalist and savant, *Thystram*, claimed that these creatures were outcasts banished from the near-mythical land of Empyrian. The true origins of the race may never be known, for the reason that these creatures are pathological liars, and cannot be counted on to give reliable information about anything.

Horned devil-men resemble lank-limbed, grey gargoyles, with twin horn-like protuberances jutting from the chin and peak of the skull (hence the name, "horned devil-men"). Their wings are comprised of a scaly grey hide stretched over a framework of tough gristle; horned devil-men, in fact, appear to consist of little more than bone, hide, and cartilage. The females are aptly known as "she-devils".

Representatives of the species are most commonly encountered in the Desertlands which lie between the city states of Danuvia and Hadj, though they may be seen throughout much of the Wilderlands of Zaran. Strange and moody by nature, they can often be found sitting atop the ruins of ancient stone towers and columns, where they may be mistaken for stone statues or ornamentation. Errors of this sort can result in unfortunate consequences, particularly if the horned devil-men are hungry enough to eat man-flesh, or are of a mind to rob travelers of their valuables. If not, they may be engaged in conversation, or better still, ignored.

HORNED DEVIL-MEN
SIZE: 6 1/2-7', 140-180 lbs.
EXCEPTIONAL ATTRIBUTES: INT +3, WILL -3, PER +6, STR +3, CON +4, SPD +3
LEVEL: 1-10+
ATTACKS/DAMAGE: Claws: d6, bite: d4, or as per weapon employed
SPECIAL ABILITIES: Tracking, detect magic by scent (range: 5 ft.), night vision, flight, possible spell casting abilities (see COMMENTS)
ARMOR: As per chain mail
HIT POINTS: 16-36+
HABITAT: The Desertlands, Wilderlands of Zaran (origins unknown)
COMMENTS: Though uncommon, horned devil-men may possess secondary magical abilities. All of these creatures covet magical weapons and enchanted items. Both the male and the female of the species are sometimes employed as underlings by certain Black Magicians.



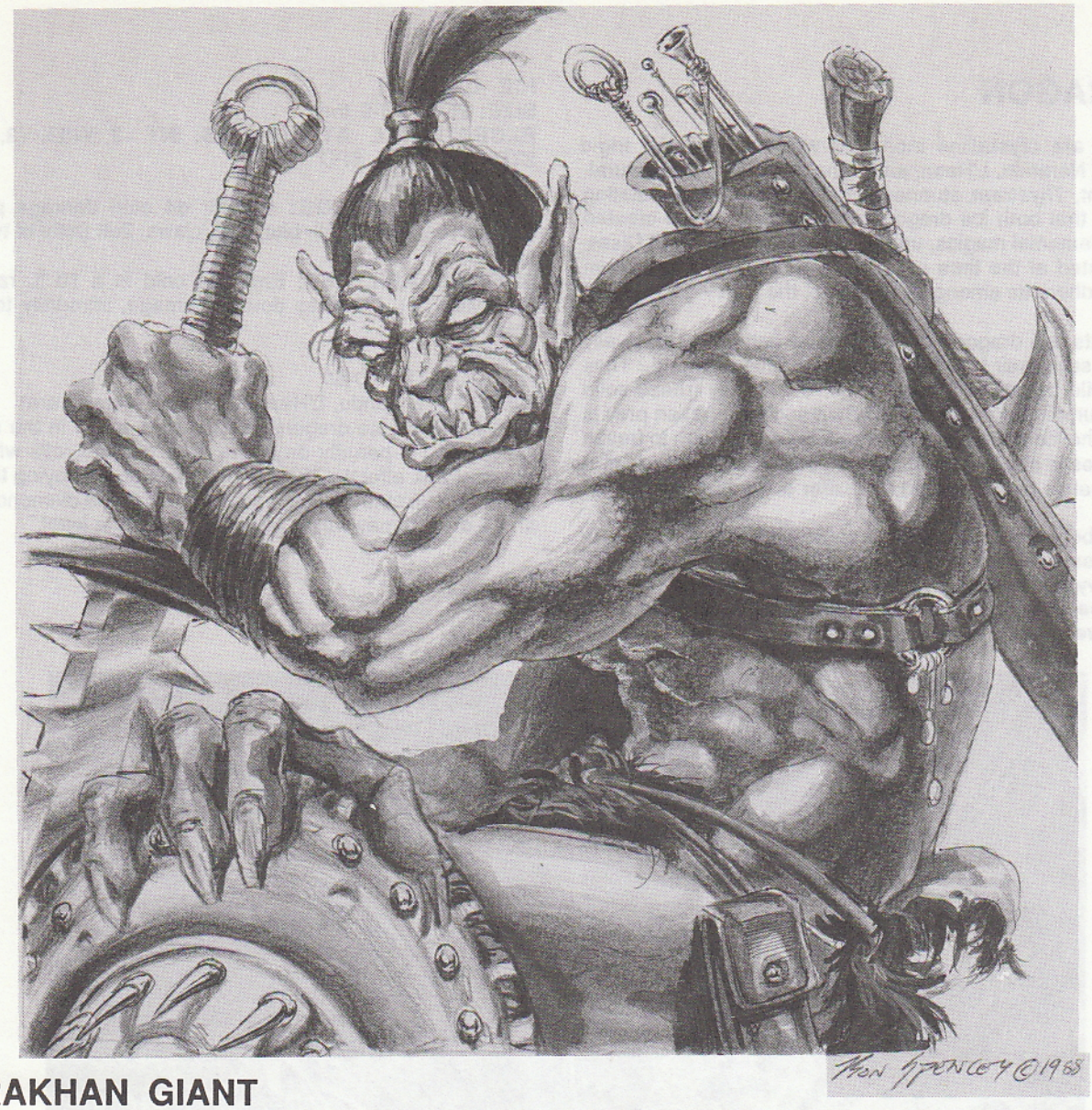
ICE DRAGON

Ice dragons are crystalline monsters which inhabit the frigid northlands of Narandu, L'Haan, and Xanadas. The noted naturalist and savant, *Thystram*, stunned his contemporaries by stating emphatically that both ice dragons and ice giants were created by random elemental magics, unleashed during The Great Disaster. Discounted at the time as sheer lunacy, Thystram's claim has gained adherents among naturalists of the New Age.

Like ice giants, ice dragons are comprised entirely of magically animate ice, save their hearts, which are of blue diamond. They subsist on wild beasts and humanoids, which they freeze solid prior to consumption (or ice giants, when such pre-frozen prey is available). The ice dragon's frigid breath is cold enough to freeze living creatures in suspended animation, or to render organic materials and metals brittle enough to shatter at the slightest touch.

Ice dragons begin life as crystalline eggs, which the female usually lays beneath the surface of a frozen sea or lake. The larval dragon, or "wyrrm", emerges from the egg fully-formed. Not until later will it be able to use its wings to fly, or employ its frigid breath as a weapon.

ICE DRAGON
SIZE: 25-35', 4-5 tons
EXCEPTIONAL ATTRIBUTES: INT +2, WILL +3, PER +4, STR +8, DEX -4, SPD -3
LEVEL: 4-16+
ATTACKS/DAMAGE: Breath: d4 cold damage per level (range: 10 ft. per level), bite: d12, claws: 2d8 (total of two attacks per round)
SPECIAL ABILITIES: Emanate cold in a 10 ft. radius (see COMMENTS), fire does double damage, immunity to poisons/cold, flight
ARMOR:
HIT POINTS: 30-60
HABITAT: Narandu, L'Haan, Xanadas, Harak (rare)
COMMENTS: Ice dragons radiate cold, much in the manner of ice giants (-2 penalty on opponents' combat rolls when within range of this effect). They are capable of employing their freezing breath up to four times each day. The blue diamond "heart" of an ice dragon may weigh up to five carats per level.



KHARAKHAN GIANT

The Kharakhan are a race of giants whose ancestors are believed to hail back to the Forgotten Age. Though reliable information is not available, the Kharakhan are thought to have reverted to a primitive and savage existence following The Great Disaster, during which their territories were reduced to a vast wasteland. The race is now all but extinct, there being perhaps only a few hundred Kharakhan still remaining on the continent.

A Kharakhan giant may stand up to fifteen feet in height, and weigh over half a ton. They are incredibly strong, and exhibit a degree of intelligence which is consistent with their purported origins; Kharakhan speak an ancient and obscure dialect of common Talislan, and are the only individuals able to comprehend the meaning of the ages-old inscriptions which are credited to their early ancestors. They make black iron weapons and implements of fair quality, but appear to have lost or forgotten most of the knowledge and lore possessed by their forebears.

The Kharakhan still extant upon the continent are a nomadic people, who traverse the Wilderlands of Zaran in warrior clans of up to fifty or sixty strong. They carry all their possessions on huge war wagons: gigantic, crudely-built siege engines, drawn by teams of ogriphant or land lizards. The clans are normally hostile, though some are known to trade with Orgovians and Djaffir merchant tribes. Smaller bands, usually scouts or outcasts from a larger clan, may also be encountered in some regions.

KHARAKHAN GIANT
SIZE: 12-15', 1000-1200+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -4, WILL +6, PER +3, STR +8, DEX -6, CON +9, SPD -6
LEVEL: 10-16+
ATTACKS/DAMAGE: Fist: d8 + STR, or as per (giant-sized) weapon employed (double normal damage, plus STR)
SPECIAL ABILITIES: Tracking, mounted combat(war wagon or behemoth), snares skills; able to detect the scent of men (range: about 50 ft.)
ARMOR: Skin as per leather armor (Kharakhan giants may also wear armor)
HIT POINTS: 45-60+
HABITAT: Kharakhan Wastes, Wilderlands of Zaran
COMMENTS: Captured Kharakhan giants are coveted as slaves in Faradun, where they are made to serve as bodyguards for important individuals (the Cral of Faradun is said to own a personal retinue of a dozen or more of these massive beings). A healthy specimen may bring as much as five thousand gold lumens in the Farad capital of Tarun. Kharakhan are aware of this situation, and attack Farad caravans and land arks on sight, taking no prisoners.

LOPER

Lopers are a peculiar species of bi-pedal beasts similar in some respects to striders, but having a mane of coarse fur, grasping fore-claws, and strange, almost humanoid facial features. Adult specimens commonly stand up to eight feet in height, and measure over fourteen feet from head to tail.

In the wild, lopers usually travel in herds of up to forty or fifty creatures, including males, females and sexless broodlings (latent sexual markings and physical characteristics generally do not develop until the broodlings mature, at or around their third year). The distinction between male and female lopers is an important one; the male of the species is exceptionally mean-tempered, and prone to erratic behavior, while the female is somewhat more docile.

Herds of loper are found from the frigid wastes of Narandu to the southern sectors of Quan and the Wilderlands of Zaran. They are generally innocuous, feeding primarily on mosses, lichen, roots and small vermin. Male lopers are territorial, and will fight to defend their mates and broodlings if a threat is perceived. Females tend to be less aggressive, unless their young are threatened.

The Orgovians employ lopers as steeds, a purpose to which these creatures are physically, if not temperamentally, well-suited. Though they may be captured and trained, lopers cannot be tamed or domesticated, and must be controlled by the use of prod-hooks (see *NEW EQUIPMENT AND SUPPLIES*).

LOPER
SIZE: 14' long (8' tall), 400-600 lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, WILL +7, STR +4, DEX +4, CON +3, SPD +5
LEVEL: 3-5
ATTACKS/DAMAGE: Bite: d4, hind claws: d8, whip-like tail: d6 (one attack per round)
SPECIAL ABILITIES: Sure-footed climbers, leap across 20-30 foot spans with running start
ARMOR: As per leather armor
HIT POINTS: 18-24
HABITAT: Narandu, Wilderlands of Zaran, Quan Empire
COMMENTS: Orgovian traders value lopers as steeds and burdenbeasts, primarily because they are very rugged, and eat little. The creatures can only be controlled by the use of a prod-hook; a device employed to keep the loper from biting its rider, other animals, or whatever else is in range of its jaws.

MALATHROPE

Malathropes are a species of quadrupedal predator believed to have been created during the Forgotten Age by the sorcerers of ancient Quaran; the estimable Kabros put forth the claim that these horrific creatures were derived from a hybrid of night demon, omnivrax, and the lightning-swift manx (the latter, now believed to be extinct).

Kabros' theory, while unproven, is perhaps not without merit. Malathropes are possessed of a sinister intellect, and exhibit a marked tendency towards violent and destructive behavior. They sport demonic visages, are coal-black in coloration, and speak in tongues. Furthermore, like omnivrax, malathropes will eat practically anything, showing a preference for devouring prey alive.

Malathropes can be found throughout the continent, though they seem to congregate more frequently in desolate and remote places. They are murderous creatures, who kill not only for food, but apparently to satisfy some grisly, carnal urging. Like demons, malathropes require neither sleep nor rest, and are always active.

Malathropes are most often encountered alone or in small groups. They are extremely fast, and exhibit a maniacal disregard for danger; malathropes will not hesitate to attack groups of armed individuals, or creatures larger than themselves. The naturalist *Thystram* noted that "the beasts emit a horrid, hissing laughter even after suffering the most grievous wounds, as if seeming to mock - or perhaps welcome - their own death."

MALATHROPE
SIZE: 6 1/2-7' long (up to 3 1/2' at shoulder), 400+ lbs.
EXCEPTIONAL ATTRIBUTES: INT +5, WILL +5 PER +4, STR +4, DEX +4, SPD +7
LEVEL: 8-16
ATTACKS/DAMAGE: Bite: d6 (plus poison; see COMMENTS), claws: d8 (total of two attacks)
SPECIAL ABILITIES: Speak in tongues, night vision, immunity to magical influence/control, detect presences (range: 20 ft.)
ARMOR: As per leather armor
HIT POINTS: 30-50+
HABITAT: Wilderness regions
COMMENTS: The bite of a malathrope delivers a potent neurotoxin which heightens its victim's response to fear (roll vs WILL RATING at a penalty of -1 per every two levels of the malathrope, or the victim is too terrified to offer resistance, or even to flee). Malathropes seem to derive a sadistic pleasure from the effects of their venomous bite. It is possible to extract up to six drams of venom (valued at as much as 75 gold lumens per dram in certain lands) from a dead malathrope.

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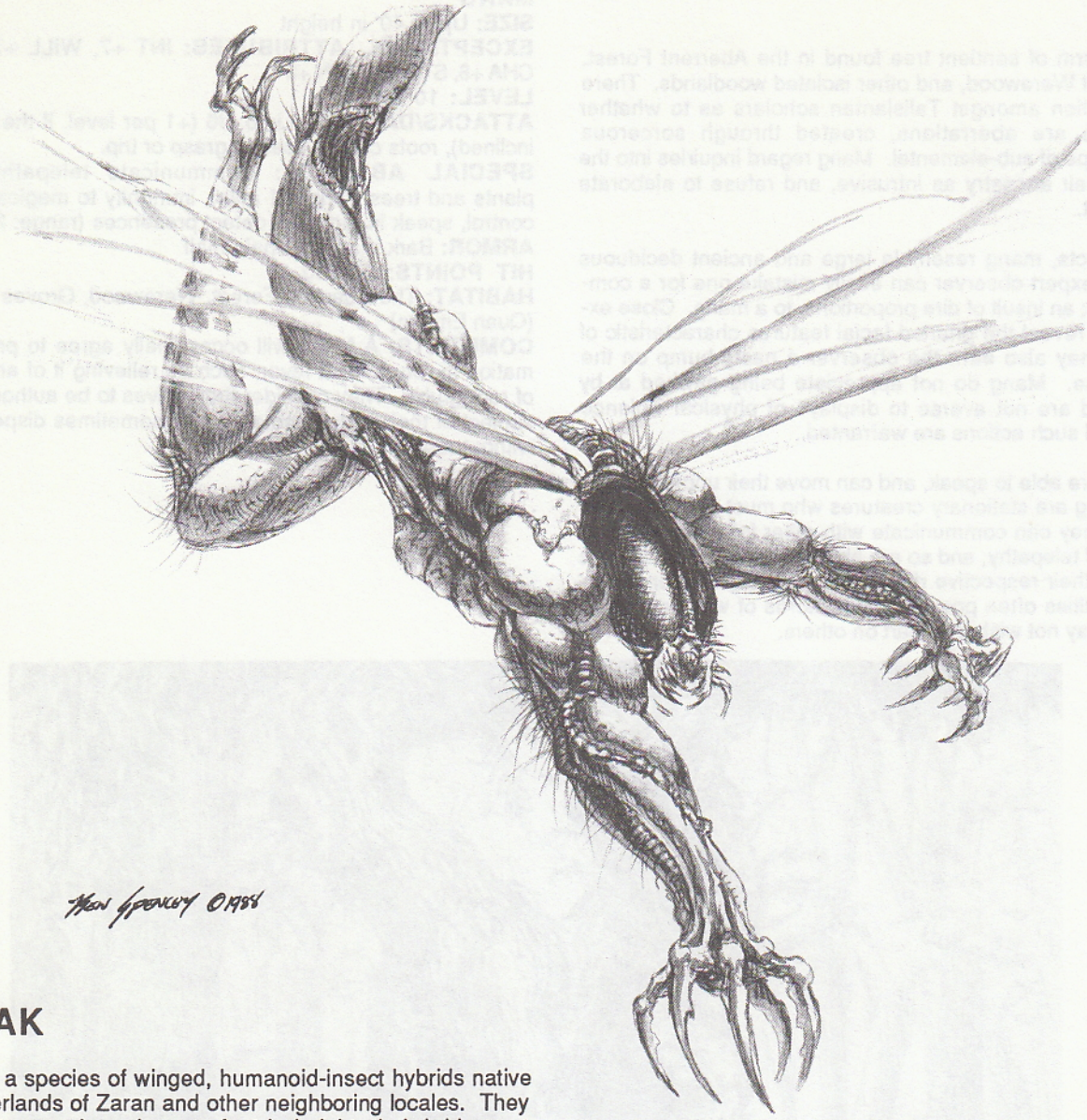
MANG

Mang are a form of sentient tree found in the Aberrent Forest, certain parts of Werewood, and other isolated woodlands. There is some question amongst Talislantan scholars as to whether these entities are aberrations, created through sorcerous means, or a type of sub-elemental. Mang regard inquiries into the specifics of their ancestry as intrusive, and refuse to elaborate on this subject.

In most respects, mang resemble large and ancient deciduous trees. The inexpert observer can easily mistake one for a common withergall; an insult of dire proportions, to a mang. Close examination will reveal the gnarled facial features characteristic of mangs, and may also earn the observer a nasty bump on the head, or worse. Mang do not appreciate being gawked at by strangers, and are not averse to displays of physical violence when they feel such actions are warranted.

Though they are able to speak, and can move their upper branches at will, mang are stationary creatures who must remain rooted to the soil. They can communicate with other forms of plantlife, using a type of telepathy, and so are able to learn much of what is transpiring in their respective domains. As mang live for centuries, these entities often possess great stores of wisdom, which they may or may not wish to impart on others.

MANG
SIZE: Up to 40' in height
EXCEPTIONAL ATTRIBUTES: INT +7, WILL +7, PER +6, CHA +8, STR +7, CON +8
LEVEL: 10-20+
ATTACKS/DAMAGE: Limb: d6 (+1 per level, if the mang is so inclined), roots can be used to grasp or trip.
SPECIAL ABILITIES: Communicate telepathically with plants and trees (range: 1 mile), immunity to magical influence/control, speak in tongues, detect presences (range: 200 ft.)
ARMOR: Bark is as per chain mail
HIT POINTS: 60-100
HABITAT: The Aberrant Forest, Werewood, Groves of Serenity (Quan Empire)
COMMENTS: A Mang will occasionally agree to provide information in return for a favor, such as relieving it of an infestation of root-grubs. They consider themselves to be authorities on the subject of their native domains, and sometimes dispense advice without requesting compensation.



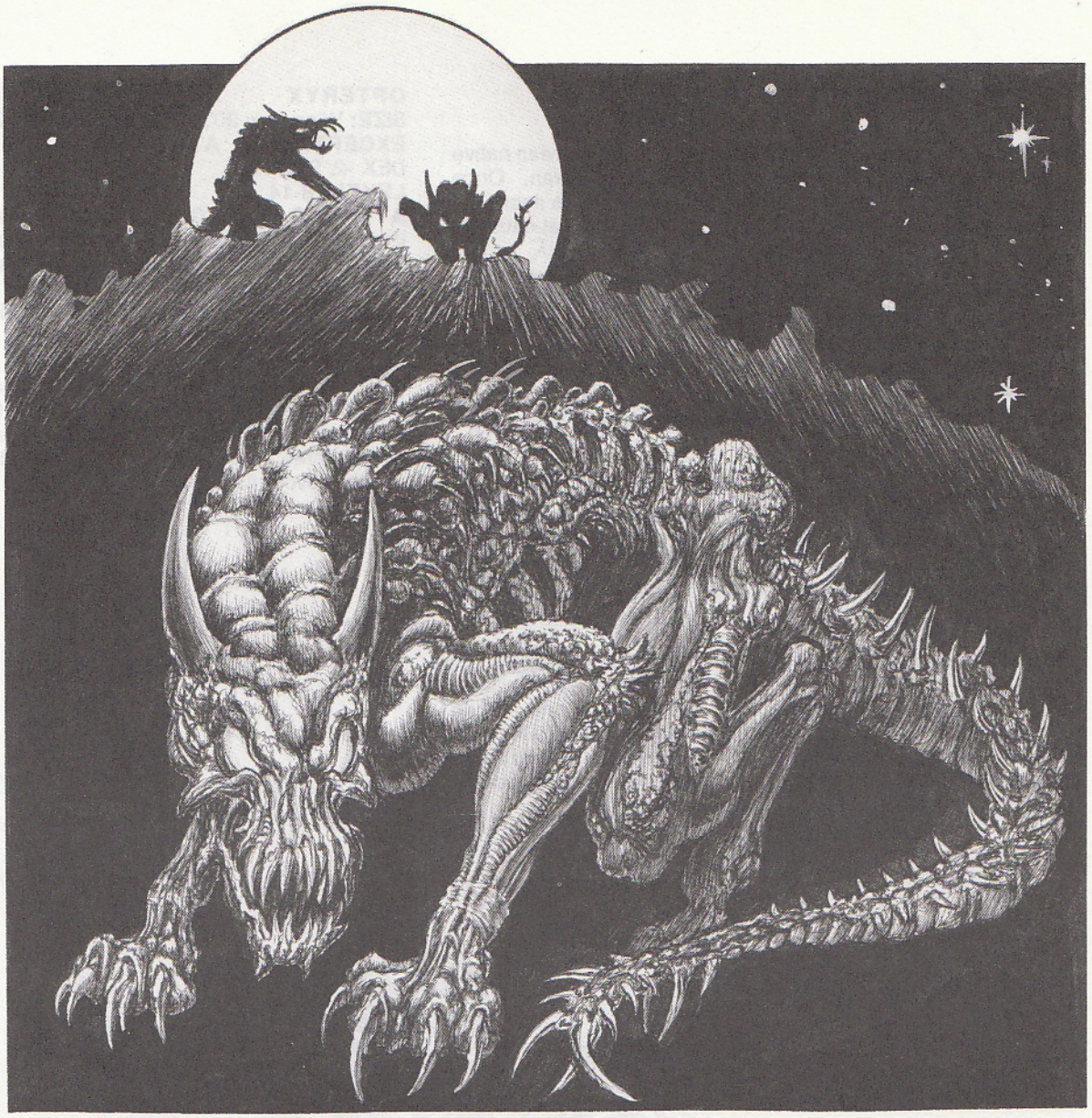
MANRAK

Manrak are a species of winged, humanoid-insect hybrids native to the Wilderlands of Zaran and other neighboring locales. They average between six and seven feet in height, their irridescent wings spanning approximately fourteen feet from tip to tip. Like most insects, the manrak's body is encased in a hard, armored exoskeleton; typically, a bright crimson in color.

Manrak prey mainly on smaller reptilian creatures, such as immature saurans, land lizard hatchlings, dracs, and chasm vipers. They are airborne hunters, hovering at altitudes of fifty to a hundred feet and scanning the surrounding terrain. When a manrak has spotted a likely victim, it descends from the sky, dropping swiftly upon the unsuspecting victim and injecting it with a potent paralytic venom. Both the manrak's claws and fangs are capable of injecting this toxin, which is often fatal to weaker sorts of creatures. Once its victim has been incapacitated in such a manner, the manrak will begin to feed, tearing its prey to bits with its powerful mandibles.

Manrak are social creatures, living in groups of up to thirty individuals in underground nests. They are extremely foul-tempered, and will attack men and even larger creatures without apparent provocation. Their enemies include raknids, vasps and giant land kra. Sauran war clans burn manrak nests whenever they can be found.

MANRAK
SIZE: 6-7', 240-320 lbs.
EXCEPTIONAL ATTRIBUTES: INT (see COMMENTS), PER +5, STR +4, CON +4, DEX +6, SPD +6
LEVEL: 4-12
ATTACKS/DAMAGE: Fangs: d6, claws: d12; both are poisonous (see COMMENTS)
SPECIAL ABILITIES: Flight, paralytic venom
ARMOR: As per plate mail
HIT POINTS: 20-36
HABITAT: Wilderlands of Zaran, the Desert Kingdoms
COMMENTS: Manrak have a potent paralytic venom which can cause heart failure (and subsequent death) in creatures or individuals with below-average (negative) CON ratings. Victims who do not suffer such a fate will be paralyzed for up to an hour (1-10 minutes, if the victim makes a successful roll vs CON rating), but will usually make a full recovery.



OMNIVRAX

The omnivrax is a ferocious quadrupedal predator native to wilderness and woodland regions throughout the Talislantan continent. The creature derives its name from the fact that it will eat almost any living organism, including plants, wild beasts, man, or even others of its own kind.

Omnivrax are dangerous creatures, highly-adapted to a predatory existence. They have excellent vision, and can see clearly even in total darkness. Their sense of smell is so acute that they can follow the faintest tracks and trails without difficulty. The omnivrax's hearing is such that it can perceive the sound of another creature's breathing at distances of a hundred feet or more.

The physical characteristics of the omnivrax are likewise exceptional. A full-grown adult is capable of dragging a land lizard to the ground, or running down even the swiftest greymane. The omnivrax's claws and fangs can easily slice through the toughest hide, or rip wooden planks to shreds. The natural armament of these creatures, consisting of a horny exoskeleton augmented with spikes and bone plates, affords them protection similar to the best chainmail.

If the omnivrax has a weakness, it is that the creature's intellect can in no way compare to its great ferocity. Tales of omnivrax attacking statues, scarecrows, or even their own shadows, are not unknown.

OMNIVRAX
SIZE: 8-9' long (up to 4 1/2' at the shoulder), 600+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -10, PER +6, STR +7, DEX +2, SPD +7
LEVEL: 4-10+
ATTACKS/DAMAGE: Bite: d10, claws: 2d8 (total of two attacks)
SPECIAL ABILITIES: Can subsist on any organic substance, tracking by scent, detect prey by sound/scent (range: 100+ ft.)
ARMOR: As per chain mail
HIT POINTS: 20-60
HABITAT: Wilderness regions
COMMENTS: Unlike tarkus, omnivrax cannot be trained for use as tracking beasts. They are utterly fearless, and will attack even such dangerous predators as exomorphs, malathropes, and behemoths.

OPTERYX

The opteryx is a large, three-headed and three-eyed avian native to the Kharakhan Wastes, in the Wilderlands of Zaran. Once quite common in ancient times, it is now believed to be nearly extinct, a condition which few Talislantans have any great cause to regret.

In bodily form, opteryx bear some resemblance to giant, winged serpents. Each of an opteryx's three heads is encased in an exoskeletal mask comprised of inter-locking bone plates, in the center of which is set a single, crystalline orb. These unique ocular organs allow opteryx to see through illusions; a useful attribute when hunting sand demons, the favored prey of these avian predators.

Opteryx hatch from eggs, which the female hides in cliffside caves or high rock ledges. The young are three feet long at birth, wingless, and remarkably ugly. They grow quickly, and sprout wings by the end of their first year. When fully-grown, an opteryx may measure up to fifteen feet in length, with a thirty-foot wingspan.

Opteryx are strong flyers, capable of lifting an average-sized greymane or ontra into the air. They use their hooked "tails" to snare their victims, which may include araq, saurans, and - when available - men. Opteryx lair in high places, usually nesting amidst a pile of rocks and boulders. They fold their wings flat to their bodies when on the ground, enabling them to move about in the manner of serpents.

OPTERYX
SIZE: Wingspan 30', 15' in length, 800-1200 lbs.
EXCEPTIONAL ATTRIBUTES: INT -5, PER +7, STR +9, DEX -2, SPD +2
LEVEL: 8-14
ATTACKS/DAMAGE: Bite: d8 (three heads), claws: d10, knobbed tail: d12 (total of three attacks per round)
SPECIAL ABILITIES: Immune to illusions, can carry more than half its own weight
ARMOR: Heads are as per plate mail, hide is as per leather armor
HIT POINTS: 30-50+
HABITAT: Kharakhan Wastes, mountainous and arid regions
COMMENTS: Opteryx make unusual, triangular nests, using dead branches, rocks, and detritus. The females typically give birth to three offspring every nine years, the largest of which will usually devour its two siblings.

ORUK

Known in legend as "the mountain that walks", the oruk is the largest Talislantan land animal, measuring nearly five hundred feet in diameter and standing over two hundred feet in height. During the time before The Great Disaster, the vast expanse now known as the Wilderlands of Zaran was said to have thundered with the sound of these immense creatures, particularly during the oruk's brief but frenetic mating season. Sadly, these mountainous entities are now virtually extinct, and only a handful are believed to be still extant upon the continent.

Oruk are very slow-moving, often seeming to remain in the same place for years at a time. They draw nourishment from the soil, dredging up mouthfuls of earth with their shovel-like maws. Over the course of several centuries, an oruk can create a small canyon or chasm by eating its way across the landscape, meanwhile growing from the size of a small hillock to that of a small mountain.

As they grow older and even larger, oruk gradually begin to slow down, until their tremendous weight becomes too much of a burden for them to bear. Eventually, the oruk stops moving altogether; in death, becoming as one with the surrounding topography.

It is not unknown for living or deceased oruk to contain colonies of raknid, manrak, or azoryl. *Thystram* cites one instance of buried treasure being found in a live oruk's shell, though this may be a fabrication.

ORUK
SIZE: 500' in diameter, 200+' in height (weight unknown)
EXCEPTIONAL ATTRIBUTES: INT -6, STR +20, DEX -20, SPD -20
LEVEL: 5-10+
ATTACKS/DAMAGE: Crush underfoot: 10d20 (usually inadvertent)
SPECIAL ABILITIES: Can withdraw its head and limbs into its cavernous "shell" for protection
ARMOR: Head is as per plate armor, "shell" is nearly impervious to harm
HIT POINTS: 100+
HABITAT: The Wilderlands of Zaran
COMMENTS: The Wilderlands of Zaran are littered with the lifeless hulks of ancient oruk, many deceased for thousands of years. The Yitek tribes claim that some contain sarcophagi, funerary paraphernalia, and other items accidentally dredged-up and swallowed whole by certain of these creatures while feeding.

PLANT GRUE

Plant grues are demonic entities which hail from the lower plane of Cthonia, a region of raging anti-elemental forces. It is not known precisely how such creatures find their way into the material plane, though some scholars speculate that grues are able to follow the traces of elemental currents emanating from the Green World (also known as the Elemental Plane) and extending throughout the entire Omniverse.

Plant grues are man-like in form, but appear as if their bodies are comprised of gnarled, rotting wood. They radiate anti-elemental forces of such intensity that grues are able to wither or mutate any form of plantlife at will, or to drain the life energies of other living creatures by touch. A grue's lair is seldom difficult to locate, for this creature leaves a trail of death and decay in its wake.

Plant grues are, capable of causing great damage to woodlands, pasturage, and farmlands. They are a particular source of concern in Vardune of the Seven Kingdoms, which derives much of its income from the sale of fruits, vegetables, and other crops. The Green Men of the Dark Coast fear these sinister entities above all things, as do the sentient tree-creatures known as Mangs.

PLANT GRUE
SIZE: 5-6', 100-120 lbs.
EXCEPTIONAL ATTRIBUTES: INT +3, PER +8, DEX -4, SPD -2
LEVEL: 1-16
ATTACKS/DAMAGE: Touch: d12 negative elemental energy damage (double damage vs all forms of plantlife), plus age one year (per grue's level)
SPECIAL ABILITIES: Ability to warp/wither/mutate plantlife (range: 20 ft. radius), sense living things (range: 100 ft.), harmed only by fire, enchanted weapons and magic
ARMOR: As per leather armor
HIT POINTS: 12-40+
HABITAT: Lower plane of Cthonia (originally), wilderness regions
COMMENTS: Plant grues are able to use their abilities to warp living or unliving wood, and create barriers of mutated/tangled plants, etc. (area of effect is 5x5x5' per level of the grue). The gnorls of Werewood claim to know the secret of reversing the effects of the grue's aging ability by means of a potion, the ingredients of which are a secret.

PSEUDOMORPH

Pseudomorphs are sorcerous aberrations; artificial lifeforms, thought to have been created by the wizards of ancient Phantas, who often dabbled in such procedures. Exactly what the early Phantasians were attempting to accomplish by creating these potentially dangerous entities remains unclear, all records of their experiments having been "lost" (more likely, destroyed) following the inadvertent escape of several prototypes from the laboratory of Cabal Magicus.

Pseudomorphs are comprised of magically-animate protoplasm, and lack a true bodily form. They are quite intelligent, and possess the ability to alter the shape and form of their substance at will, and to project illusions. In combination, the pseudomorph's natural abilities allow it to mimic the appearance of practically any creature, individual, or inanimate object.

They are unable to mimic or reproduce sounds, however, nor do they possess the talents of true shape-changers; pseudomorphs can only approximate other forms, and must disguise their actual appearance by the use of illusions.

Formerly confined to the isle of Phantas, pseudomorphs may now be encountered almost anywhere on the continent (it is theorized that the creatures came to the mainland via windship, disguised as crewmen, cargo crates, and so forth). They prey upon living creatures of all sorts, and are extremely dangerous. Pseudomorphs are harmed only by acids, magic, and enchanted weaponry, and cannot be confined except in airtight, sealed rooms or containers.

PSEUDOMORPH
SIZE: Average volume is 125 cubic ft. (5x5x5')
EXCEPTIONAL ATTRIBUTES: INT +5, WILL +6, DEX -4, SPD +4
LEVEL: 1-10
ATTACKS/DAMAGE: Smother: d8 per round (see COMMENTS)
SPECIAL ABILITIES: Ability to alter bodily form/project illusory images at will; harmed only by acids, magic and enchanted weaponry
ARMOR: Unarmored
HIT POINTS: 10-40
HABITAT: Wilderness, wastelands, swamps and marshes
COMMENTS: Pseudomorphs attack by engulfing their victims in protoplasm, causing them to suffocate to death. By struggling to break free, the victim usually becomes more and more entangled in the pseudomorph's viscous substance. Pseudomorphs feed on the vital fluids of their victims, leaving a withered corpse.

RAVENGER

From an evolutionary standpoint, the ravenger is certainly one of the more opportunistic Talislantan lifeforms. Considered individually, its attributes seem rather unremarkable: ravengers do not possess exceptional strength, intellect, or dexterity. They are neither the fastest flyers, the strongest swimmers, nor the swiftest of runners. In short, ravengers are not a dominant, or even particularly imposing, species.

What is remarkable about these creatures is their incredible adaptability. Ravengers thrive in water, on land, or in the air. They have both lungs and gills, and are able to modify their body temperature and metabolic rate to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful with respect to undersea or airborne navigation. Furthermore, they are capable of bipedal ambulation on land, and are sure climbers.

Compensating for their lack of single, specialized talent, ravengers possess an almost single-minded determination to survive. They can subsist on almost anything, including wild beasts, vermin, and refuse. Ravengers are relentless hunters, nearly impossible to deter once they have marked a creature or other food source as "prey". If unsuccessful in its initial attempt to obtain sustenance, a ravenger will return again and again, to try anew. In this respect these creatures can be quite resourceful, and even ingenious.

RAVENGER
SIZE: 6-6 1/2', 140-175 lbs.
EXCEPTIONAL ATTRIBUTES: None (all average ratings)
LEVEL: 1-10
ATTACKS/DAMAGE: Bite: d6, claws: d8
SPECIAL ABILITIES: Ability to thrive in practically any environment, heat or cold does only 1/2 damage, flight
ARMOR: As per leather armor
HIT POINTS: 12-22
HABITAT: Found throughout the continent and surrounding environs
COMMENTS: Like beastmen, ravengers will steal prey from other creatures if given the opportunity. Some ravengers habitually follow predators such as omnivrax, behemoths, and sea scorpions for this very purpose, and/or to scavenge bits of uneaten food.

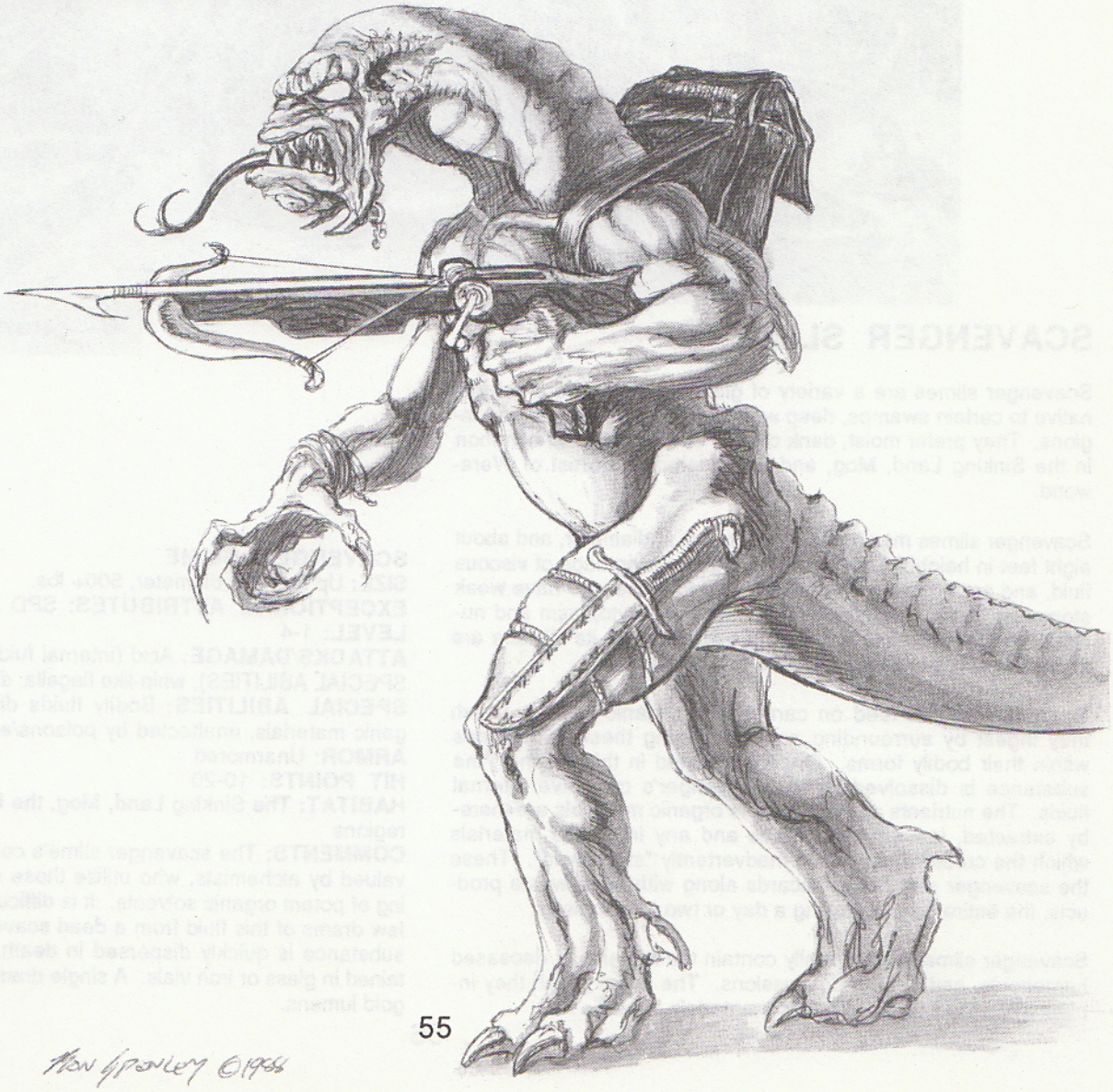
SATADA

Satada are a race of reptilian predators found in hot and arid regions from Kasmir and Sindar of the Seven Kingdoms to the Red Desert and the Greylands of Quan. The great range of these intelligent creatures is attributed to the widely-held belief that groups of satada regularly traverse the length and breadth of the continent, following an extensive maze of subterranean tunnels, known as "the underground highway".

An ancient and malefic race, satada are believed to be the progenitors of the saurans. The renowned naturalist, *Thystram*, claimed to have traced the origins of the species as far back as the Time Before Time. They are bi-pedal creatures, having distinctly reptilian characteristics. These include a cold-blooded metabolism, scaly hide, and a forked tongue which serves as a type of sensory apparatus. A full-grown satada may stand in excess of seven feet tall, with a tail of approximately equal length.

Satada are intelligent, and converse in an ancient variation of the Sauran tongue. They fashion iron implements and weapons of fair quality, including a type of harpoon-crossbow used to snare prey (satada feed on warm and cold-blooded creatures of most sorts, including men). They employ weapons in combat, using their heavy tails primarily to protect against assaults from the rear. Despite the claims of certain scholars, satada recognize no other creatures as kin, and bear an ancient hatred for all other intelligent lifeforms.

SATADA
SIZE: 7-7 1/2', 300+ lbs.
EXCEPTIONAL ATTRIBUTES: INT +1, PER +2, STR +4, DEX +2, SPD +2
LEVEL: 2-12
ATTACKS/DAMAGE: Bite: d4, claws: d4, tail: d6; or as per weapon employed (may use tail to simultaneously defend from rear assault)
SPECIAL ABILITIES: Capable of speech, weapon-making skill, cold does double damage
ARMOR: As per leather armor
HIT POINTS: 16-36+
HABITAT: Hot and arid regions throughout the continent
COMMENTS: Satada are known for their use of the capture-bow, a heavy (30+ lbs.) and unwieldy weapon resembling an oversized crossbow. The weapon fires a barbed, iron-tipped bolt similar to a harpoon: a rotating spindle wound with a hundred feet of stout whipcord allows the wielder to "reel-in" the unfortunate victim. Satada use the capture-bow to good effect against avians, and to unhorse riders (see *NEW TALISLANTAN WEAPONRY*).



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SCAVENGER SLIME

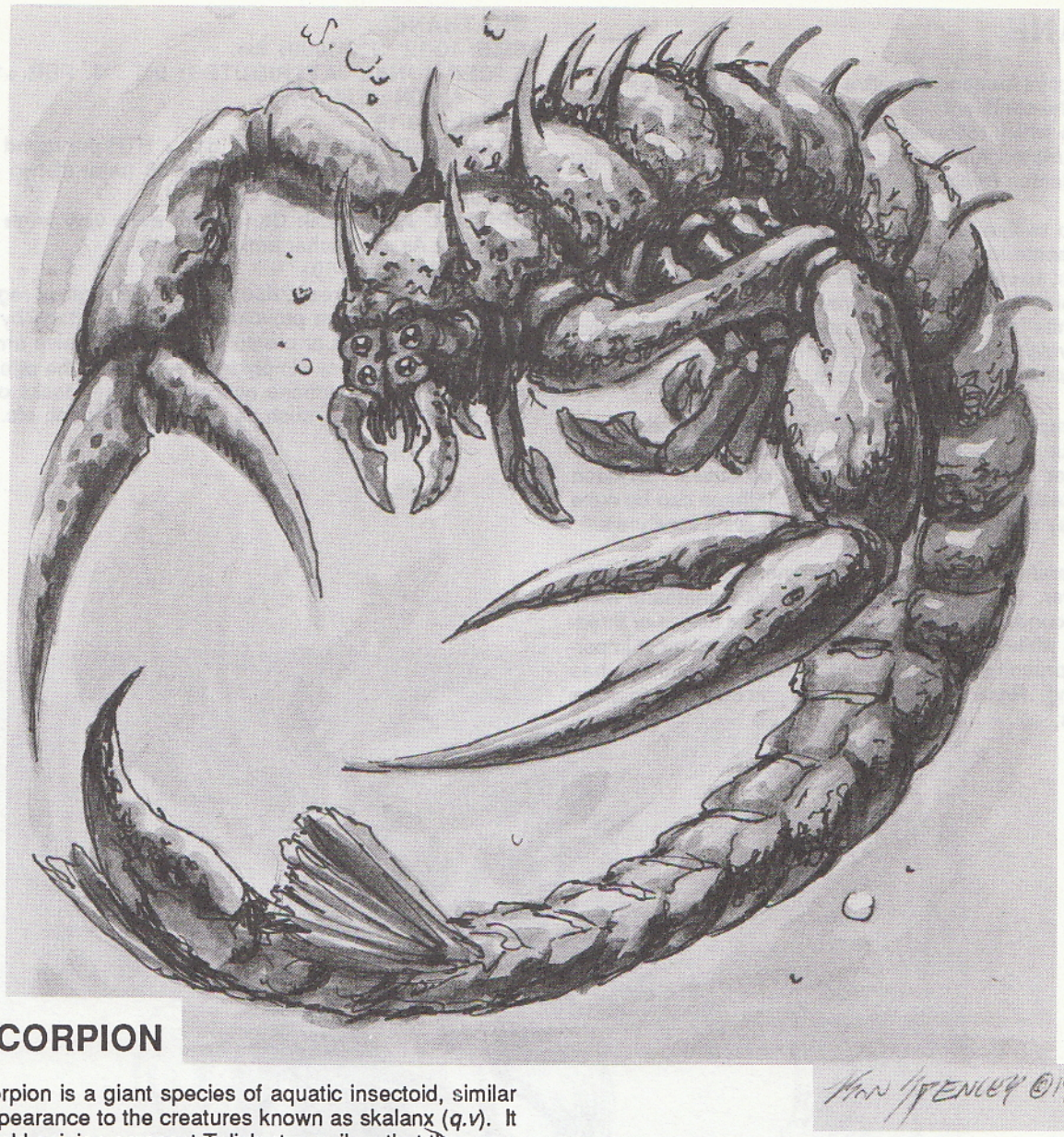
Scavenger slimes are a variety of giant, single-celled creatures native to certain swamps, deep woodlands, and subterranean regions. They prefer moist, dank climes, and so are most common in the Sinking Land, Mog, and the Mushroom Forest of Werewood.

Scavenger slimes may grow up to ten feet in diameter, and about eight feet in height. They resemble pale, oozing bags of viscous fluid, and are not a sight recommended to those who have weak stomachs. Visible within the organism is its cytoplasm and nucleus; the tentacle-like appendages attached to its surface are flagella, which enable the creature to move about.

Scavenger slimes feed on carrion and organic wastes, which they ingest by surrounding and enveloping these substances within their bodily forms. Once consumed in this manner, the substance is dissolved by the scavenger's corrosive internal fluids. The nutrients and degradable organic materials are thereby extracted, leaving only bones and any inorganic materials which the creature may have inadvertently "swallowed". These the scavenger eventually discards along with other waste products, the entire process taking a day or two to complete.

Scavenger slimes occasionally contain the remains of deceased humanoids, and/or their possessions. The areas which they inhabit are often littered with these materials.

SCAVENGER SLIME
SIZE: Up to 10' in diameter, 500+ lbs.
EXCEPTIONAL ATTRIBUTES: SPD +2
LEVEL: 1-4
ATTACKS/DAMAGE: Acid (internal fuids): d6 per round (see SPECIAL ABILITIES), whip-like flagella: d4+1 per level
SPECIAL ABILITIES: Bodily fluids dissolve all types of organic materials, unaffected by poisons/acids/illusions
ARMOR: Unarmored
HIT POINTS: 10-20
HABITAT: The Sinking Land, Mog, the Mushroom Forest, dank regions
COMMENTS: The scavenger slime's corrosive bodily fluids are valued by alchemists, who utilize these substances in the making of potent organic solvents. It is difficult to obtain more than a few drams of this fluid from a dead scavenger, as the creature's substance is quickly dispersed in death, and can only be contained in glass or iron vials. A single dram may bring up to twenty gold lumens.



SEA SCORPION

The sea scorpion is a giant species of aquatic insectoid, similar in overall appearance to the creatures known as skalanx (*q.v.*). It is a widely-held opinion amongst Talislantan sailors that there are few creatures more dangerous or unpredictable than these fearsome monsters, which are found throughout the southern reaches of the Azure Ocean and the Far Seas.

Sea scorpions commonly attain lengths in excess of forty feet, and may grow to even twice this size. Their segmented carapaces are covered with rows of interlocking scales and spines, which together afford protection equivalent to plate mail. The sea scorpion's pincers can crush wooden masts and timbers with ease, and its long stinger can penetrate even the thickest wooden hulls. If these creatures have a weakness, it is that their vision is extremely poor; the multiple eyes of the sea scorpion are apparently incapable of perceiving things in great detail.

Sea scorpions normally prey on large aquatic creatures, such as rainbow kra, young sea dragons, and giant mollusks. It is possible that they attack sailing vessels only by mistake, thinking them to be living creatures. Errors of this sort do not stop sea scorpions from feeding on a ship's crew after the vessel has been torn apart. These monsters also feed on sea demons, but tend to avoid Zaratan, possibly due to the heavy natural armor of these aquatic herbivores.

SEA SCORPION
SIZE: 40'+, 4-6 tons
EXCEPTIONAL ATTRIBUTES: INT -8, PER -4, STR +9, DEX -6, CON +8, SPD +2
LEVEL: 10-16+
ATTACKS/DAMAGE: Pincers: 2d12, mandibles: d12, sting: d20 (total of two attacks per round)
SPECIAL ABILITIES: None
ARMOR: As per plate mail
HIT POINTS: 40-60+
HABITAT: Seas and oceans
COMMENTS: Sea scorpions pose a serious threat to merchant vessels, and are among the main reasons why most Talislantan sailors prefer to avoid open waters. The giant skeletal jaws of these creatures grace the walls of many a portside tavern - most found after being washed up on the shore after a storm, rather than as a result of the tavern-owner's heroics. A trophy of this sort may command up to a thousand gold lumens or more.

SHATHANE

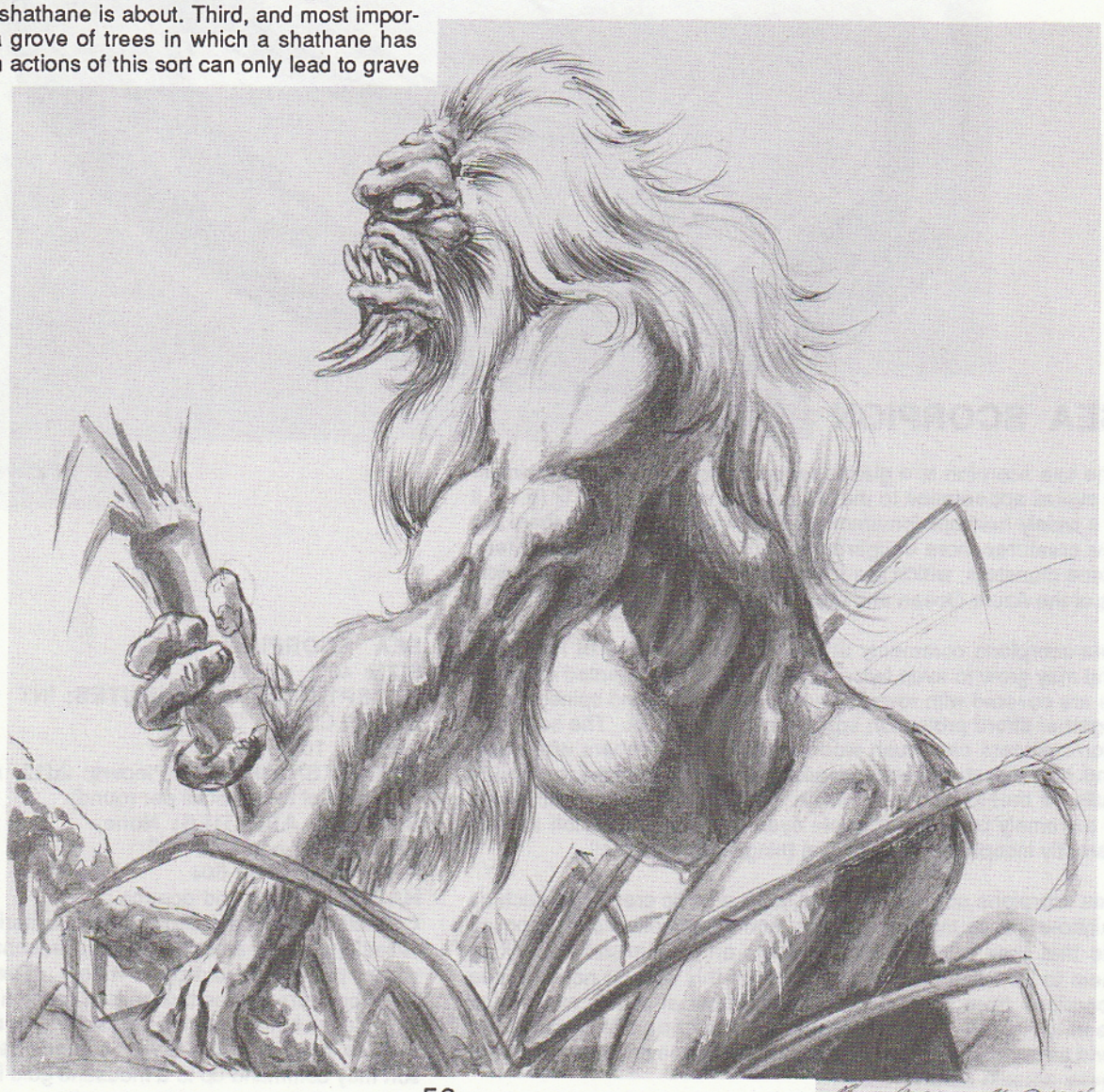
Shathane are giant humanoids native to the deep rain forests and woodlands of the continent. Since the gradual resurgence of the man-like races which followed The Great Disaster, these creatures have retreated further and further from the encroaching forces of Talislantan civilization.

Standing up to twelve feet in height, Shathane are powerfully built, and awesome to behold. Their bodies are covered with a thick coat of fur, usually jade green in color, with a long mane of golden fur framing the shathane's furrowed brown features. A set of gleaming white fangs protrudes from the creature's undershot jaw, beneath which a pair a tusks jut forth from a massive chin. The eyes are white, and devoid of pupils.

Despite their imposing presence, shathane are relatively unaggressive creatures. They subsist on leaves, bark, and fat root-grubs (the latter obtained by uprooting a tree after it has been stripped of its leaves and bark). Although shathane can be quite destructive, they rarely pose a threat to other living creatures.

There are several exceptions to this statement which are worthy of note, however. First, it is unwise to interrupt a shathane while it is eating. Second, one should never make loud noises or threatening motions while a shathane is about. Third, and most important: never approach a grove of trees in which a shathane has hidden its young. Rash actions of this sort can only lead to grave consequences.

SHATHANE
SIZE: 10-12', 800-1000+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -4, PER +1, STR +9, DEX -4, CON +8, SPD -2
LEVEL: 10-18
ATTACKS/DAMAGE: Grasp: d10 + STR per round (see COMMENTS), hand: d6 + STR, tusks: d8 (total of two attacks per round)
SPECIAL ABILITIES: Can uproot even very large trees
ARMOR: As per leather armor
HIT POINTS: 40-60+
HABITAT: Rain forests, deep woods, wilderness regions
COMMENTS: When provoked, shathane attack by attempting to crush individuals or creatures in their massive arms. Failing this, a shathane may simply take a swipe at the offender with a massive hand. Shathane typically use their tusks only against very large creatures, such as yaksha, ogriphant, etc.



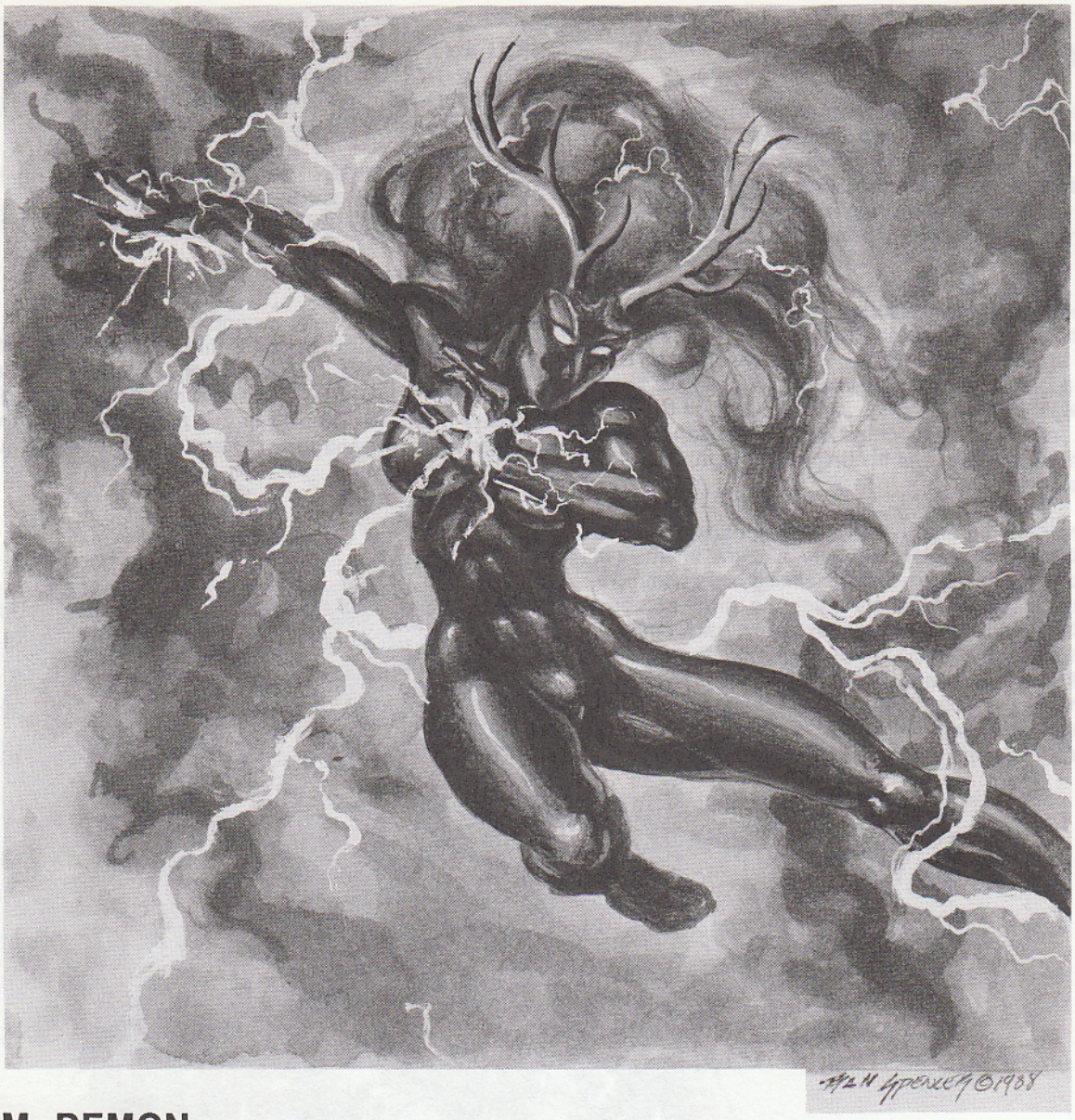
SKALANX

Skalanx are fearsome aquatic predators native to lakes, rivers, and deep swamplands. The naturalist, *Thystram*, described these creatures as "water-breathing demonoids, which hail from the ocean world of Oranx". A more likely explanation is that these creatures are distant relatives of the giant sea-scorpion (*q.v.*), though their classification as "demonoids" is difficult to dismiss entirely.

Skalanx are horrid things, measuring up to fourteen feet in length. Their bodies are encased in tough armor comprised of chitenous plates and spiny projections. They have sharp, grasping pincers, and a long tail terminating in a two-foot stinger, which skalanx use to stab and impale prey. A single look at the skalanx's fearsome, fanged countenance is sufficient to explain how the estimable Thystram arrived at his theories regarding the origins of these creatures.

Skalanx make their lairs in underwater caves, grottoes, and the hills of small sunken vessels; giant lake and river kra, enemies of the skalanx, usually prevent them from inhabiting more commodious places. Though they are solitary creatures, great numbers of skalanx may be found living in close proximity; each competing for food with the others, though a group will sometimes work in concert to attack larger creatures (such as the aforementioned kra). They normally prey on other aquatic creatures, such as nar-eels, silverays, and giant water bugs, though skalanx will typically attack anything that enters their domain.

SKALANX
SIZE: 12-14', 600-800 lbs.
EXCEPTIONAL ATTRIBUTES: INT -5, PER +2, STR +6, DEX +4, CON +5, SPD +4
LEVEL: 6-12
ATTACKS/DAMAGE: Pincers: 2d8, sting: d10, mandibles: d6 (total of two attacks per round)
SPECIAL ABILITIES: Move silently in water, see in total darkness
ARMOR: As per plate mail
HIT POINTS: 20-36
HABITAT: Lakes, rivers, swamplands
COMMENTS: Skalanx pose a threat to small craft of all sorts, particularly along the Sascasm River, in Zandu. The Zann fishermen of this region often set barbed nets in places frequented by egg-laying females, hoping in this manner to keep the skalanx population under control, or at least to cause the creatures some inconvenience.



STORM DEMON

Storm demons are quasi-elemental creatures comprised of animate black lightning and swirling vapors. There is some dispute as to whether or not these entities ought to be classified as true demons. The estimable sorcerer, *Korak*, stated emphatically that this should indeed be the case. The naturalist, *Thystram*, was less certain, and believed that storm demons are actually manifestations of uncontrolled elemental forces unleashed during The Great Disaster. The fact that these creatures respond to the standard Spell of Summoning did not seem to faze Thystram, who shrugged off these seeming contradictions to his theories as mere coincidence.

Storm demons are vaguely humanoid in form, but appear to shimmer and pulse with dark, magical energies. Wisps of black vapor play about their grotesque visages, emanating from the mouth and nostrils.

Storm demons radiate electrical energy, and are able to hurl thunderbolts at ranges of up to one hundred feet. Their very touch is sufficient to electrocute lesser creatures, or to ignite combustibles of all sorts. Groups of storm demons acting in concert are purported to be able to create tempests, sufficient in intensity to capsize even the largest sea vessels.

STORM DEMON
SIZE: 7 1/2-8', wingspan 20'+, 600-700 lbs.
EXCEPTIONAL ATTRIBUTES: INT -3, STR +7, DEX +1, SPD +5
LEVEL: 2-16+
ATTACKS/DAMAGE: Thunderbolt: d4 per level (range: 100 ft.), touch: 2 points electrical damage per level (+d6, if striking a blow)
SPECIAL ABILITIES: Flight, hurl thunderbolts (one per level, per day), abilities as per demons (see *THE NATURALIST'S GUIDE*)
ARMOR: Unarmored
HIT POINTS: 30-70
HABITAT: Lower Plane of Cthonia (originally?), skies above Talislanta (rare)
COMMENTS: Storm demons are averse to dry land, and are seldom encountered except at sea. Spells of Elemental Earth are purported to be most effective vs these winged monsters. Groups of storm demons, acting together, can sometimess create violent tempests.

URTHRAX

Urthrax are an insidious species of vermin found throughout the continent of Talislanta, from the desolate wastelands of Khazad to the Jungles of Chana, and beyond. They are exceptionally prolific, reproducing at an astounding rate; the naturalist, *Thystram*, estimated that a single female may give birth to as many as two thousand spawn in its lifetime (urthrax live an average of about six years).

Urthrax are disgusting and despicable creatures, devoid of any redeeming qualities. They resemble mutated, six-legged lizards; their fanged jaws dripping streamers of slime, their pores exuding a reeking ooze. Two blinking ocular organs, each set at the end of a pale, six-inch long stalk, serve as their eyes. A row of spiny bristles runs from the back of the creature's misshapen head to the end of its tail, affording it some protection from grasping predators.

Urthrax dwell in filth, preferring such places as sewers, refuse dumps, cesspools, brackish waters, and graveyards. They subsist on all manner of organic wastes, and are unaffected by most sorts of pollutants and toxins. Protected by a cartilaginous exoskeleton (and a nauseating stench), urthrax are generally threatened only by larger predators, such as aramatus, skalanx, and kra. The bite of these wretched creatures is believed to cause any number of afflictions, including the Red Death.

URTHRAX
SIZE: 3-4' in length (1 1/2' at shoulder), 25-50+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, PER +5, STR -4, DEX +7, CON +10, SPD +7
LEVEL: 1
ATTACKS/DAMAGE: Bite: d6 (plus 2 in 20 chance of contracting disease), claws: d4 (one attack per round)
SPECIAL ABILITIES: Emanate vile odor (roll vs CON or incapacitated due to nausea; range is 10 ft.), immune to toxins/poisons
ARMOR: As per chain mail
HIT POINTS: 6
HABITAT: Swamps, sewers, wastelands, jungles
COMMENTS: Urthrax are common to the sewage and septic systems of most large Talislantan cities; most notably, Ammahd and Zanth, which continue to utilize the ancient sewer system formerly employed by the old Phaedran Dynasty. It is said that the lower levels of this archaic system crawl with untold thousands of these foul creatures, to the number of approximately twenty urthrax for every man, woman, and child living in the two cities.

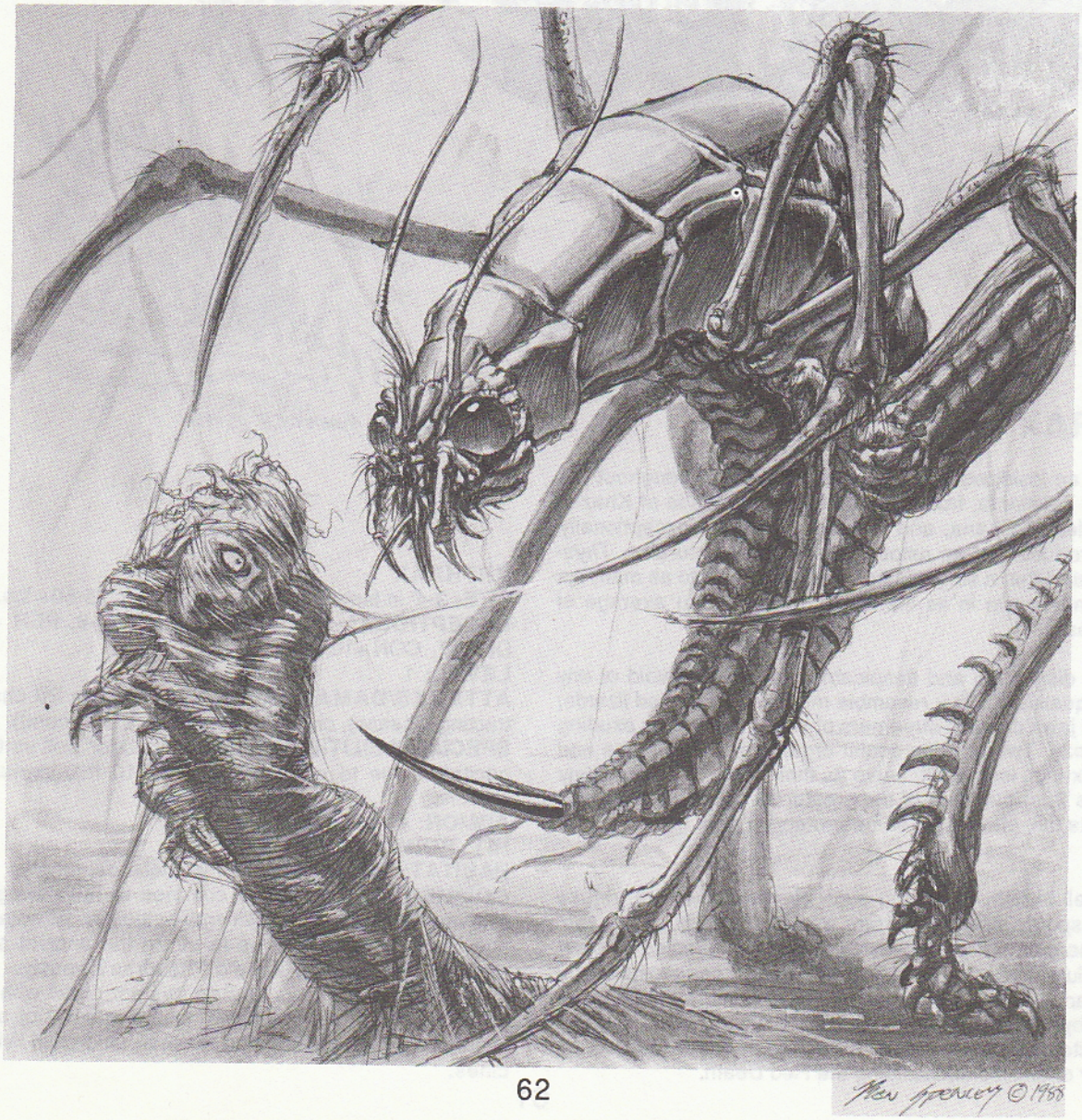
VASP

The vasp is a giant, predatory insectoid native to the Volcanic Hills and Wilderlands regions. They are frightful creatures, standing up to ten feet in height, their segmented bodies covered with metallic green scales. Despite their size and ungainly appearance, they are surprisingly quick, and are capable of leaping up to thirty or forty feet at a bound.

Vasps are solitary creatures who hunt alone, often after dark. Their favored prey are raknid warriors who have wandered too far from their hive. Vasps are not particular, however, and exhibit an equal preference for saurans, land lizards, durge, araq, and men. After the mating season, a brood of vasps may occasionally band together to attack a raknid hive, though such occurrences are believed to be rare.

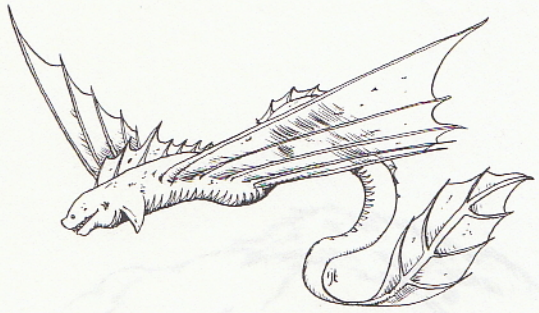
A vasp will generally attack by leaping upon its chosen prey, holding it down with its pincers, and stinging its victim to death. The creature's sting can penetrate even metal armor, and exudes a caustic venom which dissolves the victim's flesh and internal organs. While the toxin is taking effect, the vasp will wrap its prey in a silken cocoon and drag it back to its lair (typically, a cave or underground tunnel), to be consumed at its leisure.

VASP
SIZE: 9-10' in height, 500-600 lbs.
EXCEPTIONAL ATTRIBUTES: PER +3, STR +7, DEX +6, SPD +4
LEVEL: 8-16
ATTACKS/DAMAGE: Pincers: 2d6, mandibles: d8, sting: d6 (+d12 venom damage; see COMMENTS); total of two attacks
SPECIAL ABILITIES: Leap up to 40 ft., sting can penetrate metal armor, night vision, ability to spin silken webbing (see COMMENTS)
ARMOR: As per plate mail
HIT POINTS: 30-50
HABITAT: The Volcanic Hills, Wilderlands of Zaran, desert regions
COMMENTS: The Vasp's sting contains a caustic venom, a full dose (equivalent to a venom-damage roll of 12) of which is normally sufficient to cause death within ten minute's time. Vasps use their silk primarily to wrap incapacitated (or deceased) prey, and to seal off parts of their underground lairs (such as the egg chamber). They do not make webs as crag spiders do, but sometimes use silken guide-lines when climbing sheer surfaces.



TALISLANTAN FAUNA

The following is a listing of some of the more common varieties of animals native to the Talislantan continent. Unless stated otherwise, animals may be considered to have the following common characteristics:
1) INT: For game purpose, average "animal intelligence" is-10.
2) WILL: Animals can be considered to have average (zero modifier) WILL RATINGS.
3) CHA: Practically nonexistent, as regards intelligent beings. Among creatures of their own species, the largest, strongest, and/or swiftest animals are usually most dominant.



ANGORN
SIZE: 5-6' long, 100-140 lbs.
EXCEPTIONAL ATTRIBUTES: PER +2, STR -2, DEX +4, SPD +4
LEVEL: 1-2
ATTACKS/DAMAGE: Bite: d6
SPECIAL ABILITIES: Gliding (up to about 100 ft. per attempt), can survive out of water for up to one hour
ARMOR: Unarmored
HIT POINTS: 4-6
HABITAT: Seas and oceans
COMMENTS: The angorn is an unusual creature resembling a winged, aquatic eel. It glides above the water when hunting for prey (typically, small aquatic creatures), then dives deep to catch the chosen victim in its jaws. The angorn is edible, though not particularly flavorful.

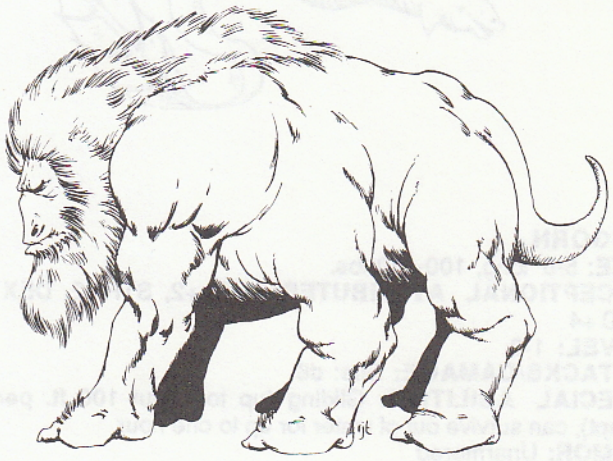
AVIR
SIZE: Wingspan averages from 1-4', 2-8 lbs.
EXCEPTIONAL ATTRIBUTES: STR -10, DEX +12, CON -8, SPD +12
LEVEL: 1
ATTACKS/DAMAGE: Beak/claws: 1-2 points
SPECIAL ABILITIES: Flight
ARMOR: Unarmored
HIT POINTS: 3
HABITAT: All parts of the continent and surrounding environs
COMMENTS: Avir are the most common of Talislantan avians. They nest in treetops, and feed on insects, fruit and seeds. There are hundreds of different varieties of avir, ranging widely in color and native habitat. The more colorful varieties are favored as pets in some lands, such as Zandu and Quan.

CHANG
SIZE: 1-3', 3-12 lbs.
EXCEPTIONAL ATTRIBUTES: STR -4, DEX +5, CON +2, SPD +8
LEVEL: 1
ATTACKS/DAMAGE: Bite: 1-3 points
SPECIAL ABILITIES: Metallic exoskeleton
ARMOR: As per chain mail
HIT POINTS: 4
HABITAT: Rivers and lakes, Inland Sea (Quan Empire)
COMMENTS: Chang are vicious, metallic-scaled fish. They travel in schools of up to two hundred individuals, and are exceedingly aggressive. Voracious eaters, chang will attack even such large predators as skalanx and river kra. The Kang favor these creatures as "pets", keeping them in heavy glass tanks. Chang can survive out of water for an hour or more.

CHASM VIPER
SIZE: 1-8', 2-16+ lbs.
EXCEPTIONAL ATTRIBUTES: STR -1, DEX +5, SPD +3
LEVEL: 1-4
ATTACKS/DAMAGE: Bite: d4 (plus d4 poison damage)
SPECIAL ABILITIES: Poison bite, ability to climb rock surfaces, metallic scales
ARMOR: As per chain mail
HIT POINTS: 3-12
HABITAT: Canyons, wastelands, mountains
COMMENTS: Chasm vipers are creatures resembling metallic serpents. They normally prey on small avians and vermin, and are expert rock-climbers. Their venom is too weak to be of any great value.

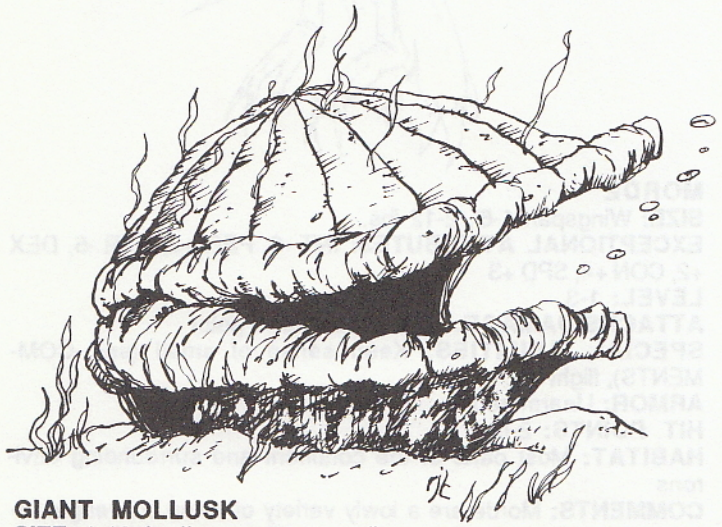
DRAC
SIZE: 2-8' in length, 20-160+ lbs.
EXCEPTIONAL ATTRIBUTES: PER +4, DEX +2, CON +2, SPD +2
LEVEL: 1-4
ATTACKS/DAMAGE: Bite: d4 (+1 per level), claws: 1 point per level
SPECIAL ABILITIES: Keen sense of smell (can be trained to track and/or detect any single species of creature/being)
ARMOR: As per chain mail
HIT POINTS: 4-16
HABITAT: Wilderness regions of all sorts
COMMENTS: Dracs are a species of small, wingless dragons. In the wild, these creatures prey mainly on vermin, but may exhibit aggressive tendencies. Dracs are much-favored as pets in some lands, where a young (up to one foot long) drac may sell for as much as fifty gold lumens. They are sometimes trained as guard-beasts or trackers (skill rating equal to level of ability plus PER).

ENDOMORPH
SIZE: 1', 1-2 lbs.
EXCEPTIONAL ATTRIBUTES: INT +1, PER +6, STR -8, DEX +4, SPD +6
LEVEL: 1
ATTACKS/DAMAGE: None
SPECIAL ABILITIES: Ability to sense danger, high intelligence, have own language (similar to Talislan)
ARMOR: Unarmored (shell is as per plate armor)
HIT POINTS: 1
HABITAT: The Mushroom Forest (Werewood), Aberrant Forest
COMMENTS: Endomorphs are imp-like creatures which live together in communal shells, as many as twenty individuals sharing the same common abode. They are quite intelligent and are capable of speech, but are extremely timid; at the first sign of danger, the colony retracts into its protective shell. If removed from its colony, an endomorph will go into shock, and die.



ERD
SIZE: Up to 8' long (6' at shoulder), 800+ lbs.
EXCEPTIONAL ATTRIBUTES: STR +6, DEX -8, SPD -6
LEVEL: 1
ATTACKS/DAMAGE: Kick: d10, or trample: d20 (attacks are rare)
SPECIAL ABILITIES: See COMMENTS
ARMOR: Unarmored
HIT POINTS: 14
HABITAT: Most civilized regions (wild erd are found in some places)
COMMENTS: Erd are a species of domesticated, six-legged mammals. They are normally placid, but are easily agitated by fire; when in such a state, erd may become quite aggressive. The female of the species secretes a milky substance which Talislantans use to make cheese. The creatures are quite strong, and can be trained as burden beasts.

FEATHER DRACTYL
SIZE: Wingspan: 1-4', 3-12 lbs.
EXCEPTIONAL ATTRIBUTES: STR -8, DEX +6, SPD +8
LEVEL: 1-3
ATTACKS/DAMAGE: Bite: 1-3 points, claws: 1 point
SPECIAL ABILITIES: Flight
ARMOR: Unarmored
HIT POINTS: 3-9
HABITAT: Jungles, forests, wilderness regions
COMMENTS: Feather dractyl are a small species of avian resembling a cross between an avir and a dractyl. They are peaceful creatures, which subsist primarily on a diet of seeds and fruits. Feather dractyls are prized as pets, and may be sold for up to a hundred gold lumens in some places.



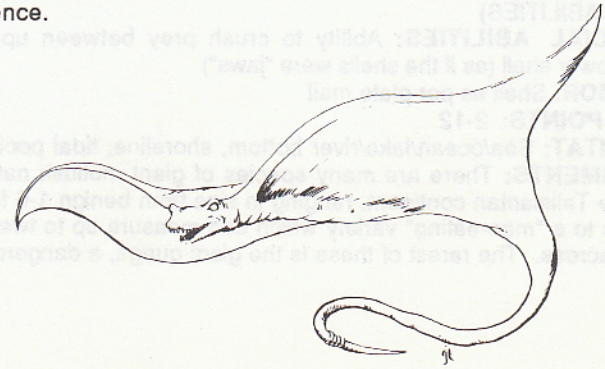
GIANT MOLLUSK
SIZE: 1-12' in diameter, 5-500+ lbs.
EXCEPTIONAL ATTRIBUTES: STR +1 (per 2' diameter)
LEVEL: 1-6
ATTACKS/DAMAGE: Constriction: d4+1 per level (see SPECIAL ABILITIES)
SPECIAL ABILITIES: Ability to crush prey between upper and lower shell (as if the shells were "jaws")
ARMOR: Shell as per plate mail
HIT POINTS: 2-12
HABITAT: Sea/ocean/lake/river bottom, shoreline, tidal pools
COMMENTS: There are many species of giant mollusk native to the Talislantan continent, ranging in size from benign 1-6 foot types to a "man-eating" variety which can measure up to twelve feet across. The rarest of these is the giant quaga, a dangerous carnivore which is hunted for the violet pearls which it produces. These pearls may weigh up to ten pounds, and are valued at over a thousand gold lumens.

IBIK
SIZE: 1-4', 10-40 lbs.
EXCEPTIONAL ATTRIBUTES: PER +4, STR -6, DEX +12, SPD +12
LEVEL: 1-4
ATTACKS/DAMAGE: Pointed tongue: 1 point, claws: 1-2 points (up to two attacks per round; see SPECIAL ABILITIES)
SPECIAL ABILITIES: Superior speed and agility enables the ibik to attack twice per round, excellent climber, run across mud/water
ARMOR: Unarmored
HIT POINTS: 2-8
HABITAT: The Sinking Land, Mog, Jhangara, swamps and marshes
COMMENTS: The ibik is a flightless bird found only in the Sinking Land. It feeds upon flits, chigs, and other insects, which it spears with a lightning-fast, pointed tongue. Ibik are incredibly swift and agile runners, easily able to elude practically any type of predator. The creatures can be trained for use as pets.

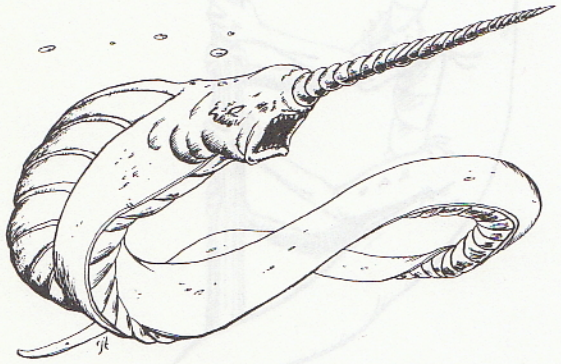
L'LATHA
SIZE: 2-3', 10-15 lbs.
EXCEPTIONAL ATTRIBUTES: INT +1, PER +7, DEX +6, CON -1, SPD +6
LEVEL: 1
ATTACKS/DAMAGE: Bite: 1-2 points
SPECIAL ABILITIES: High intelligence, acute powers of perception (detect impending storms, night vision, keen hearing)
ARMOR: As per leather armor
HIT POINTS: 4
HABITAT: Isle of Phantas
COMMENTS: The l'latha is a creature resembling a reptilian monkey, found only on the Isle of Phantas. Phantasian astromancers often keep l'latha as pets, as they are quite intelligent, and can be trained as astrogationist's helpers. A trained l'latha may sell for as much as four hundred gold lumens. Untrained, l'latha can be purchased for about a hundred gold lumens.

MOONFISH
SIZE: 1-2', 2-4 lbs.
EXCEPTIONAL ATTRIBUTES: INT +2 (possibly higher), PER +3, DEX +1, CON -2, SPD +3
LEVEL: 1
ATTACKS/DAMAGE: None (moonfish feed on plankton and aquatic plants)
SPECIAL ABILITIES: Telepathic communication (see COMMENTS)
ARMOR: Unarmored
HIT POINTS: 1-2
HABITAT: The Inland Sea (Quan Empire)
COMMENTS: Moonfish are silvery-scaled aquatic creatures found only in the Inland Sea and Moon Lake, in the Quan Empire. The Sunra revere moonfish for their "songs"; complex melodic patterns which other sentient beings perceive on a telepathic level, and which moonfish "sing" (more accurately, project) at night. The Quan, having less highly-refined sensibilities, favor moonfish as a delicacy. Wealthy Ispasians sometimes keep these creatures as pets, imprisoning them in ornate crystal spheres.

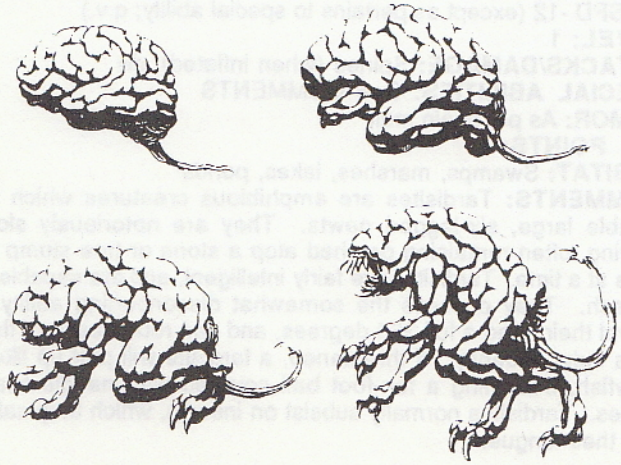
MORDE
SIZE: Wingspan 1-6', 2-12 lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, PER +8, STR -5, DEX +2, CON +4, SPD +3
LEVEL: 1-3
ATTACKS/DAMAGE: Bite: d4, claws: 1 point
SPECIAL ABILITIES: Keen sense of smell (see COMMENTS), flight
ARMOR: Unarmored
HIT POINTS: 2-6
HABITAT: Most parts of the continent and surrounding environs
COMMENTS: Morde are a lowly variety of avian scavenger favored as pets by the Stryx of Urag. They are semi-intelligent, and possess the ability to detect the scent of death at great distances. Craven cowards, morde serve their masters for fear of being eaten. They are believed to be carriers of disease and pestilence.



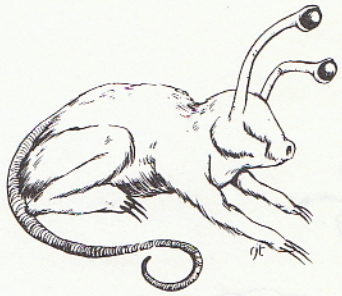
MUDRAY
SIZE: 1-3', 1-6 lbs.
EXCEPTIONAL ATTRIBUTES: STR -8, DEX +4, SPD +6
LEVEL: 1
ATTACKS/DAMAGE: Sting: 1 point (+d4 poison damage)
SPECIAL ABILITIES: Poisonous sting
ARMOR: Unarmored
HIT POINTS: 2
HABITAT: Seas, oceans, rivers, lakes
COMMENTS: Mudrays are a common species of aquatic creature resembling murky-brown mantas. They are edible, and form a staple part of the diet of many Talislantans (smoked mudray is sold throughout much of the continent). A less-common variety, the glittering silverray, is considered a delicacy. Both species are found in salt and fresh water, and have a poisonous sting.



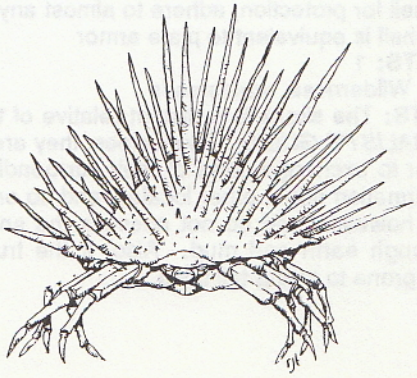
NAR-EEL
SIZE: 4-12', 40-120+ lbs.
EXCEPTIONAL ATTRIBUTES: STR +3, DEX +1, SPD +5
LEVEL: 1-3
ATTACKS/DAMAGE: Horn: d6 +1 per level
SPECIAL ABILITIES: Leap up to 10' out of the water
ARMOR: As per chain mail
HIT POINTS: 6-18
HABITAT: Seas, oceans, rivers, lakes (rare)
COMMENTS: Nar-eels are sinuous aquatic creatures resembling long-horned, spiny-finned serpents. They normally prey only upon smaller aquatic species, but have been known to attack small boats and men. The nar-eel's horn is coveted by ivory traders, who value these items at up to fifty gold lumens apiece.



NEUROMORPH
SIZE: 1-4' (diameter, when crouching; height, when upright), 30-120 lbs.
EXCEPTIONAL ATTRIBUTES: STR +1, DEX +2, SPD +4
LEVEL: 1-4
ATTACKS/DAMAGE: Bite: d4, claws: d6
SPECIAL ABILITIES: Ability to adopt the outer appearance of a neurozoid (see COMMENTS)
ARMOR: Unarmored
HIT POINTS: 4-16
HABITAT: The Mushroom Forest, Aberrant Forest, Sinking Land
COMMENTS: Neuromorphs are bizarre creatures which closely resemble the ambulatory fungi known as neurozoids (*see TALISLANTAN FLORA*). Posing as these benign organisms, neuromorphs attack prey by surprise, rending with fang and claw. They normally feed on mudwalkers and other small creatures, but have been known to attack men.

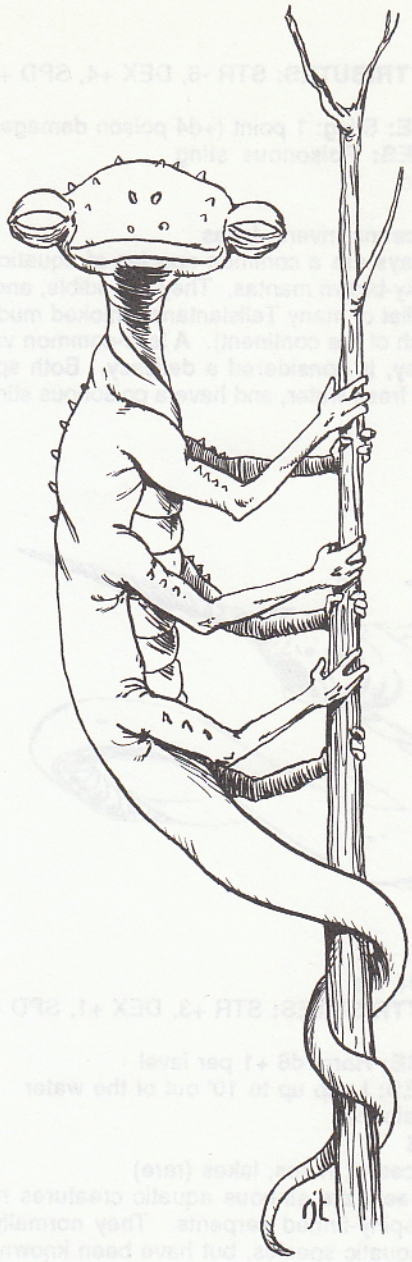


QUAAL
SIZE: 1', 1-2 lbs.
EXCEPTIONAL ATTRIBUTES: INT -5, PER +6, STR -8, DEX +8, SPD +8
LEVEL: 1
ATTACKS/DAMAGE: Bite: 1-2 points
SPECIAL ABILITIES: Keen sense of smell/hearing, prehensile tail
ARMOR: Unarmored
HIT POINTS: 2
HABITAT: Wilderness regions, wastelands, swamps
COMMENTS: Quaal are smallish, furry creatures with long, flexible eyestalks. They are semi-intelligent, and possess keen powers of perception. Quaal are popular among certain rogues and charlatans, who keep these creatures as pets. They can be trained as lookouts (emitting a chattering noise at the first sign of intruders) and as sneak-thieves. Quaal normally subsist on nuts and berries, but have a weakness for sweets.



ROCK URCHIN
SIZE: 1-2' in diameter, 1-2 lbs.
EXCEPTIONAL ATTRIBUTES: SPD -10
LEVEL: 1
ATTACKS/DAMAGE: Spines may cause incidental damage when handling (1-2 points)
SPECIAL ABILITIES: Slow-moving but sure rock climbers, able to hang upside-down from cave ceilings
ARMOR: As per chain mail
HIT POINTS: 2
HABITAT: Caves, caverns, underground grottoes
COMMENTS: Rock urchins are benign, cave-dwelling creatures, which feed on mosses, lichens, and detritus. They are prized as delicacies, and for their spines, which are used to make quill pens.

SKANK
SIZE: 1-2', 2-4 lbs.
EXCEPTIONAL ATTRIBUTES: INT +1, PER +5, DEX -6, SPD -6
LEVEL: 1
ATTACKS/DAMAGE: None
SPECIAL ABILITIES: Intelligent, capable of speech, can retract into shell for protection, adhere to almost any surface
ARMOR: Shell is equivalent to plate armor
HIT POINTS: 1
HABITAT: Wilderness, wastelands
COMMENTS: The skank is a distant relative of the snipe (*see the NATURALIST'S GUIDE*). Like snipes, they are curious creatures, eager to exchange news of their surroundings for bits of gossip, information about other locales, and so on. Skanks are burrowers, however, and do not possess the snipes' ability to "swim" through earth and mud. Also, if the truth be known, skanks are prone to telling tall tales.

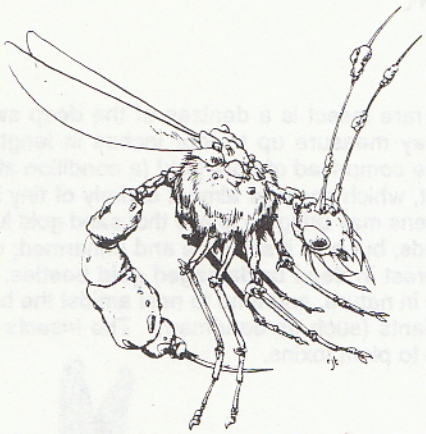


TARDISITE
SIZE: 3', 30+ lbs.
EXCEPTIONAL ATTRIBUTES: INT -6, PER +4, STR -4, DEX +2, SPD -12 (except as pertains to special ability; q.v.)
LEVEL: 1
ATTACKS/DAMAGE: Spines (when inflated): d8
SPECIAL ABILITIES: See COMMENTS
ARMOR: As per chain mail
HIT POINTS: 6
HABITAT: Swamps, marshes, lakes, ponds
COMMENTS: Tardisites are amphibious creatures which resemble large, six-legged newts. They are notoriously slow-moving, often remaining perched atop a stone or tree stump for days at a time. Tardisites are fairly intelligent, and are capable of speech. They possess the somewhat disconcerting ability to swivel their head a full 360 degrees, and can rotate each of their eyes independently. If threatened, a tardisite will puff up like a blowfish, becoming a ten-foot ball covered with needle-sharp spines. Tardisites normally subsist on insects, which they catch with their tongue.

TALISLANTAN INSECTS

The following is a listing of some of the more common varieties of insects native to the Talislantan continent. Unless stated otherwise, most insects can be considered to have the following common characteristics:

1) **EXCEPTIONAL ATTRIBUTES:** INT -15, PER +6, STR -15, DEX +10-12, CON -10, SPD +10-12
2) **LEVEL:** 0 (no modifier)
3) **ATTACKS/DAMAGE:** 1 point (bite or sting)
4) **ARMOR:** Unarmored
5) **HIT POINTS:** 1



AMBER WASP

The amber wasp (or "golden hornet") is a denizen of the swamps of Mog, and a relative of the fabled gold beetle. In a fashion similar to its scintillant cousin, the amber wasp derives its unique coloration from the tiny bits of amber upon which it feeds. Unlike the gold beetle, however, the amber wasp is an aggressive defender of its territories. The sting of this inch-long insect is incredibly painful, producing the wildest and most unseemly gesticulations, thrashings, contortions and howling in its victims. Fortunately, the effects of the amber wasp's sting wear off after only ten minutes or so. The light, fibrous nests made by these insects are made of spun amber, and are valued at up to thirty gold lumens each.

It is the claim of certain Mogroth swamp miners that the presence of more than three amber wasp's nests in a twenty-foot radius indicates that a rich deposit of amber can be found in the immediate vicinity. As amber wasps are social insects, the discovery of such a great concentration of these aggressive insects can pose something of a hazard, particularly to individuals who lack the Mogroth's thick, protective hide.

CARAVAN-BUG

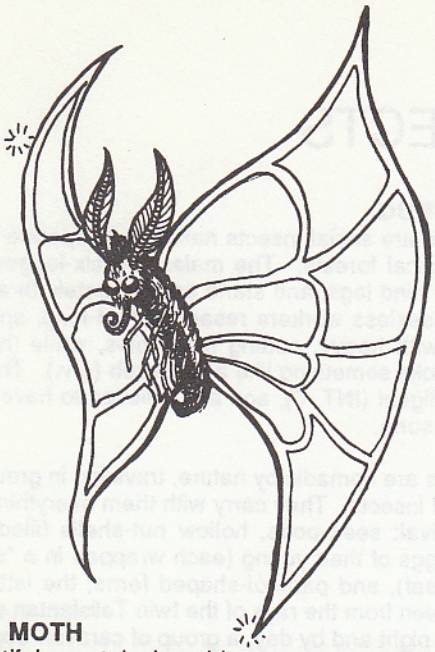
Caravan-bugs are social insects native to temperate woodlands and semi-tropical forests. The males are six-legged, but walk erect on their hind legs, and stand approximately three inches in height. The sexless workers resemble foot-long, spiny-backed centipedes, with heavy, cutting mandibles, while the caravan-bug queen looks something like a root-grub (*q.v.*). They are surprisingly intelligent (INT -6), and are believed to have a primitive language, of sorts.

Caravan-bugs are nomadic by nature, traveling in groups of up to two thousand insects. They carry with them everything essential to their survival: seed-pods, hollow nut-shells filled with plant nectar, the eggs of their young (each wrapped in a "sack" made of a folded leaf), and parasol-shaped ferns; the latter, used to shield the queen from the rays of the twin Talislantan suns. Traveling both by night and by day, a group of caravan-bugs can cover up to a mile in a day's time. They are not particularly dangerous, though caravan-bugs have been known to scavenge food and provisions from campsites and storage areas. A worker can deliver a painful (1 point) bite, and will not relinquish its grip unless it is killed; in rare instances, man-sized creatures have been torn to bits by hordes of panicked or enraged caravan-bugs.

CHIG

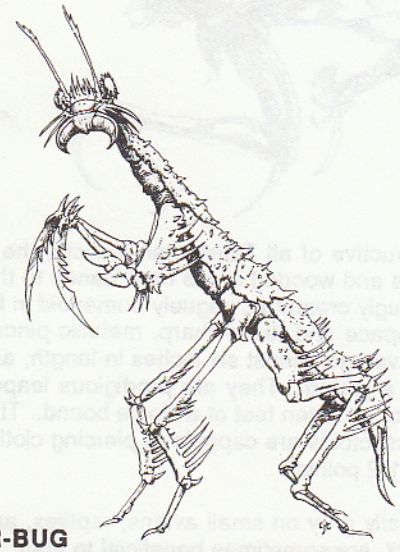
Most destructive of all Talislantan insects, the chig is native to wastelands and wooded areas from Zandu to the Quan Empire. Chigs are ugly creatures, vaguely humanoid in form, with a shiny black carapace and razor-sharp, metallic pincers. A full-grown chig can average almost six inches in length, and weigh about a quarter of a pound. They are prodigious leapers, able to span distances of up to ten feet at a single bound. The wicked pincers of these insectoids are capable of piercing cloth, and even hide (damage: 1-2 points).

Chigs usually prey on small avians, reptiles, and vermin, and in this respect, are sometimes beneficial to man. They are seldom found in numbers, except at such times when it is their nature to spawn (once every 6-7 years, on the average). When spawning, chigs reproduce at such a frightening rate that massive swarms of these insectoids can appear practically overnight. It is then that chigs are most dangerous, for in large numbers they willattack and devour all living creatures in their path. Such infestations generally last only three days, after which most of the newly-spawned chigs suddenly die. The discovery of a bloated (egg-laden) chig is often the only warning that a spawning is about to occur in a given region.

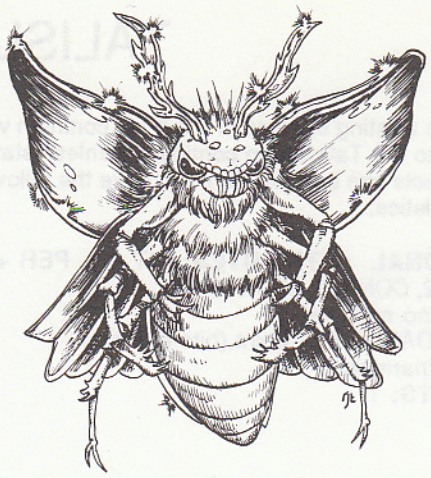


CRYSTAL MOTH
These beautiful, crystal-winged insects are common throughout much of Talislanta, a hardy ice-blue variety being capable of tolerating even such frigid regions as L'Haan and Narandu. The most colorful sorts are found in tropical forests and jungles, and are valued by collectors, who may pay up to twenty gold lumens for the finest specimens.

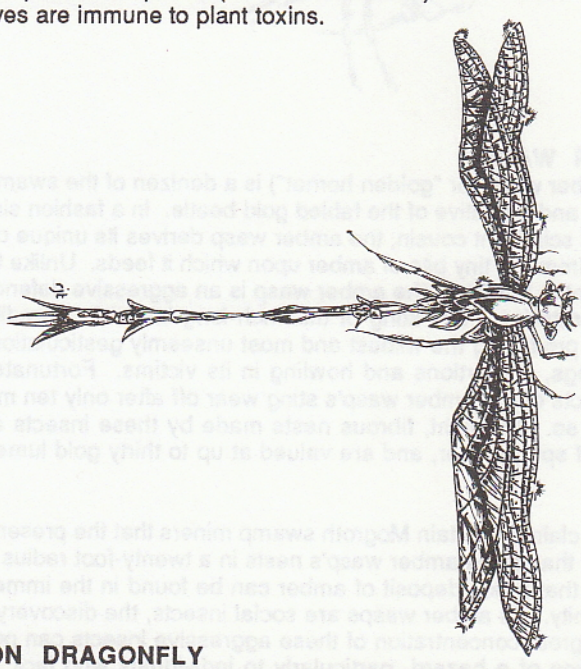
Crystal moths are inoffensive, feeding only on the nectar of flowers. The largest may attain wingspans of up to two feet; the smallest, 1-2 inches. Numerous avian and reptilian species feed on crystal moths, devouring the insect's soft body parts and discarding its brittle wings. The Hadjin favor fans and headdresses made of these delicate pieces of colored crystal, which can be quite costly (up to twenty times the price of common articles of the same sort). The Jhangarans and Imrians eat crystal moths wings and all, and consider them to be a great delicacy.



GIANT WATER-BUG
There are hundreds of different varieties of giant water-bug native to the Talislantan continent, from the foot-long, water-skimming "boatsman" to the six-foot tall "swamp mantis" (level 3, H.P. 6; claws do d8 damage). Most feed on tiny crustaceans, larvae, and the eggs of other aquatic creatures, though some are rubbish-or-carrion-eating scavengers. Though only the fearsome swamp mantis poses any great danger to man, most giant water-bugs will bite or sting if threatened, and some may be responsible for spreading disease. Ardua, Jhangarans and Imrians favor these creatures for food as do water raknids and skalanx; broiled swamp mantis is traditional fare at a Jhangaran banquet.

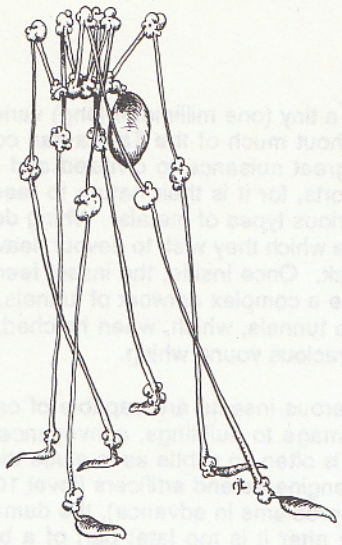


GOLD BEETLE
This fabulous and rare insect is a denizen of the deep swamplands of Mog. They measure up to four inches in length, the wings and carapace comprised of pure gold (a condition attributed to the bugs' diet, which consists almost entirely of tiny bits of gold). Fine specimens may bring up to two thousand gold lumens apiece in some lands, but only if still alive and unharmed; collectors have little interest in dead or damaged gold beetles. Gold beetles are solitary in nature, and tend to nest amidst the branches of poisonous plants (such as deadman). The insects themselves are immune to plant toxins.



IRON DRAGONFLY
These metallic-winged insects are typically found only in tropical jungles and rain forests. Glinting in the suns' light as they soar through the air, they are quite beautiful, and as such are coveted by collectors. The value of a specimen is determined by the length of its fine, silver-gray wings: about five gold lumens per inch is the going rate, the wingspan of these insects averaging from four to forty-eight inches.

Iron dragonflies feed on other insects, including such pests as the Tazian fly and flits (*described in THE NATURALIST'S GUIDE*). They are generally harmless, though the larger types can sometimes do accidental damage to the sails and riggings of low-flying windships. A relative, the iron butterfly, is found in certain woodland regions, primarily in Astar and Silvanus.



MUD-WALKER
These awkward-looking, stilt-legged insects are found throughout the Sinking Land, as well as most swamps and marshlands. They eat slugs, mudworms, and leeches, and so are rarely molested by men (the fact that mud-walkers are inedible may also have something to do with this).

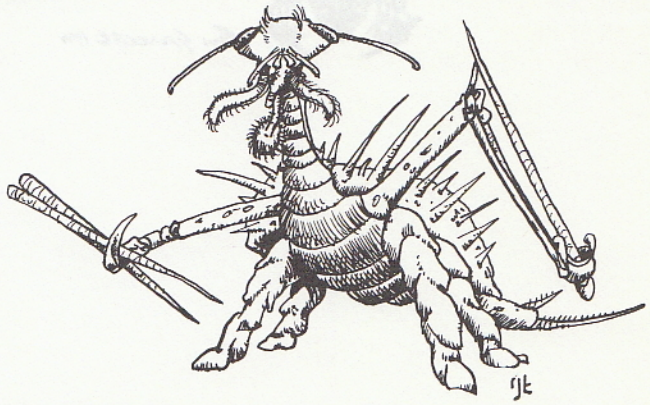
Adult mud-walkers may stand up to three feet in height, and are virtually all legs. Despite the almost comical appearance of these insects, they are surprisingly swift and agile, and are excellent climbers.

RAJAN SCORPION
This desert-dwelling species is found primarily in Rajanistan, hence its name. They are a sandy brown in color, and measure up to about a foot in length when fully grown. The Rajan scorpion's coloration and talent for burrowing allows it to blend almost unseen into its desert habitat, a cause of some concern to individuals who must traverse these areas. The insect's powerful sting (damage: 1-3 points) can penetrate even the toughest leather, and carries a lethal venom(d4 damage per round for ten rounds).

Though rare, Rajan scorpions are also found in parts of the Red Desert, Djaffa, the Desertlands, Faradun, and the Wilderlands border regions (east and west). The Djaffir kill these vermin on sight, lest their beasts fall victim to a scorpion's sting. Torquar wizards and assassins often keep Rajan scorpions as "pets", employing both the insect and its venom in certain of their grisly torture rituals. A dram of this toxin can sell for as much as 75 gold lumens on the black market.

ROOT GRUB
These eyeless, fanged larvae live below ground in many woodland and jungle regions, feeding on the roots of large plants and trees. They are a threat to cultivated crops, vineyards and orchards, and are the bane of sentient plants such as mandragores and mangs.

An adult root grub may grow up to two feet in length, with a diameter of eight inches or more; a truly repulsive sight, given the creature's deathly pale coloration. Their fanged mandibles are capable of penetrating leather, hide and even light chain mail (damage: d3). Green Arduan horticulturists employ trained dracs (*q.v.*) to locate and kill these subterranean vermin, which are responsible for most crop damage in Vardune of the Seven Kingdoms.



SNIPER-BUG
This unusual species of insect is native to Zandu, Silvanus and Werewood, and parts of Arim and Yrmania. The sniper-bug is named for its uncanny habits: armed with tiny spears made from bits of wood, rock and glass, sniper-bugs lurk in hiding, waiting to ambush unwary prey. Like caravan-bugs, they are quite intelligent (INT -7).

Sniper-bugs usually travel in "platoons" of up to two dozen, 3-4 inch-tall adults, each armed with as many as a half-dozen spears. They generally prey on small avians, reptiles and other insects, but are quite fearless, and will attack man-sized or larger creatures as well. While their small weapons are capable of doing only minor damage (one point), sniper-bugs can be dangerous when encountered in large groups. They are almost impossible to get rid of once they have marked a territory (part of a clearing, a path, home, basement, etc.) as their own. Wars between sniper-bugs and whisps have purportedly gone on for untold millenia, largely unnoticed by men.

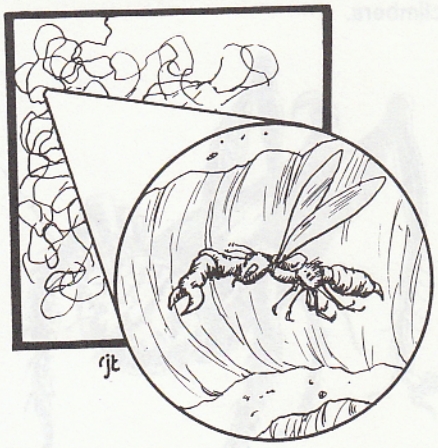
TAZIAN FLY

This noxious variety of biting insect is native to the jungles of Taz (hence its name), as well as other swamps and jungle regions. Less than an inch in length, the Tazian fly is believed to be a carrier of such virulent diseases as yakuk and the Red Death. Its iridescent wings and bright red body coloration makes it easy to spot; swarming in hordes ten thousand strong during the spring months, the Tazian fly is less simple to avoid. For some unknown reason, Thralls are rarely bothered by these insects, possibly because Tazian flies find these sorcerous hybrids to be unpleasant to the taste.

WHIRIG

The whirig is a tiny (one millimeter-long) variety of winged insect found throughout much of the Talislantan continent. These insects are a great nuisance to civilized and semi-civilized creatures of all sorts, for it is their nature to feed on leather, wood, rope, and various types of metals. Whirig do this by boring into the substance which they wish to devour, leaving a hole no larger than a pinprick. Once inside, the insect feeds continually, leaving in its wake a complex network of tunnels. The whirig lays its eggs in these tunnels, which, when hatched, turn into hundreds of equally voracious young whirig.

These pestiferous insects are capable of causing considerable structural damage to buildings, conveyances, and equipment. The process is often so subtle as to elude the notice of even the most skillful engineers and artificers (level 10 degree of difficulty to spot such problems in advance), the damage often being discovered only after it is too late: part of a building collapses, a conveyance or mechanism suddenly breaks down, equipment malfunctions or falls to pieces, etc. Whirig can sometimes be kept away by dusting equipment and key structural elements with toxic powders, or through the application of noxious liquid solutions. Neither of these methods is without its own drawbacks, however.



TALISLANTAN FLORA

The following is a listing of some of the many plants and trees indigenous to Talislanta, including information on some of the more notable characteristics of each.

Barb-Berry, Common: This thorny shrub is found primarily in mountainous regions. Its bright-red berries are edible, but well-protected by the plant's sharp, spiny branches, which grow in great profusion.

Barb-Berry, Purple: The purple barb-berry is found only in the mountains of Arim. It is similar in most respects to its more common relative, with the exception that its fruit is a deep purple in color. The savage Drukh tribes color their skin, hair, and steeds with the indelible juice of the plant's berries, which is also of some use in the making of ink; purple barb-berries commonly sell for up to 2 silver pieces per pound.

Blue Pomegranate: The blue pomegranate is a fruiting tree originally found only in the Cerulean Forest of Quan. It was imported to Zandu some years ago, where it has become a favorite of Zandir horticulturists. The tree is valued for its succulent fruit, and for its brilliant blue foliage.

Chokeweed: This spikey-leafed plant grows wild throughout the Plains of Golarin and certain parts of the Wilderlands of Zaran. The stem and leaves contain a noxious resin which, when ingested, can cause asphyxiation with ten minutes' time (hence the plant's name). Dull-witted beasts, such as durge, sometimes graze on chokeweed, often with fatal results. It is possible to isolate the plant's resin for use as a poison, an arduous practice which is seldom undertaken except by assassins of the Revenant Cult.

Crystal Dendron: Crystal dendrons are a variety of sorcerous hybrid found primarily in the Quan Empire and the Aberrant Forest. These crystalline plants come in many shapes, sizes, and colors, and are valued for their great beauty. Their delicate blossoms are sold for up to ten gold lumens apiece in the Western lands, and are available through the Ispasian merchants of Quan. It is a crime to export live crystal dendrons, or their seeds, out of the Quan Empire.

Deadwood: Deadwood is a variety of gnarled and twisted tree found in such desolate regions as Khazad, the Shadow Realm, and parts of the Wilderlands of Zaran. It produces no leaves or fruit, and appears to require neither water nor sunlight (deadwood trees have even been found in underground regions). The Ariane, who are able to commune with all things in nature, claim that these organisms originate form the lower planes. This may explain the fact that weapons made of deadwood can be used to kill the anti-elemental entities known as plant grues.

Desert Palm: The common desert palm is native to such arid lands as Djaffa, Faradun, Kasmir, Rajanistan and Carantheum. The tree can attain a height of up to thirty or forty feet, and is valued for its fruit, which may be eaten fresh or preserved by drying. A Wilderland oasis may support up to a hundred desert palms.

Dryad Bush: This slender and graceful variety of flowering shrub is found primarily in Astar of the Seven Kingdoms. The muses of Astar claim that, late at night, dryad bushes undergo an uncanny metamorphosis, becoming beautiful green forest nymphs. According to the Muses, the transformation lasts only until dawn, after which the nymphs return to plant-form. Few Talislantan scholars place much credence in the Muses' claims, despite the fact that the esteemed botanomancer, *Viridian*, once professed to have been married to a forest nymph, whom he saw only between the hours of sunset and sunrise.

Everblue Starfire: The everblue starfire is an exceedingly rare and precious flower; a magical hybrid, thought to have been created by the fabled botanomancer of ancient times, Viridian. The flower is valued for its brilliant sky-blue petals, which, when dried and ground into a fine powder, can be used to cause hybrid or natural plants and trees to grow to full maturity in just a minute's time (a single blossom yields one dram of powder, a quantity sufficient to affect up to a half-dozen plants, or half as many trees). The everblue starfire is believed to be found only on the Zandir Moors, in Zandu. The flower, or a one-dram quantity of powdered blossom, is valued at a minimum of one thousand gold lumens. The starfire typically grows alone, and blooms only at night.

Fernwood: The fernwood is a deciduous tree native to temperate woodlands and sub-tropical forests. It resembles a giant (up to sixty feet tall) fern, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

Fungoid: Fungoids are a type of giant fungus native to the Sinking Land as well as parts of Werewood and Khazad. These organisms grow in a variety of shapes, colors, and sizes, including pink puffballs, translucent orb fungoid (up to ten feet in diameter), branching yellow fungoid, grey discs, orange fan-shaped fungoid, and a hundred others. Some fungoids are mildly poisonous, though most are benign. All possess phosphorescent properties, and cast an eerie glow by night.

Gall Oak: This variety of deciduous tree is indigenous to many temperate forests and mountainous regions. The blister-like galls found growing from the bark of these trees contains a blue-black secretion which is used in the making of inks and dyes. A single tree will generally yield up to a dozen fist-sized galls per year, each containing about six drams of inky secretion valued at approximately three silver pieces.

Giant Mushroom: These umbrella-shaped fungi are commonly found in the Mushroom Forest of Werewood, as well as the Sinking Land and parts of Khazad. They range in size from the smaller 2-6 foot types, to massive specimens which stand up to eighty feet or more in height. Small creatures such as skanks and quaal often make their home in the stems and caps of these giant fungi, which emit a phosphorescent glow at night.

Grey Baobab: This variety of fruiting tropical tree grows to a height of about twenty feet, and has a thick trunk which can measure up to ten feet in diameter. Its squat appearance is such that the grey baobab is commonly known as the "barrel tree"; an appropriate name, for the baobab's hollow trunk often contains up to forty gallons of potable water, which the tree absorbs through its roots. Among the other virtues of the grey baobab are its bark (used in the making of rope) and its five-pound fruit (which contains a sweet, nutritious pulp).

Hangman's Tree: This ominous-looking tree is a familiar sight in many wilderness and woodland regions - the angular black branches silhouetted against the sky, its long, rope-like tendrils hanging almost to the ground. Hangman's tree has been used as

a ready-made gallows since ancient times; the Black Magician, Mordante, was said to have had a grove of such trees planted atop a hill overlooking his mansion. Hangman's tree is still commonly used for this purpose in Arim, primarily by assassins of the Revenant Cult.

Harpwood: This flowering tree is found in certain sylvan woodlands, such as Astar of the Seven Kingdoms. Its curved branches and resonant wood are much favored for use in the making of the finest harps, trioles, and other musical instruments.

Incense Tree: The incense tree is found primarily in Zandu, and less commonly, in Arim and Aaman. It is prized for its aromatic wood, which is used in the making of the finest incense and magical fumes. The Sultan of Zandu owns a grove of ancient incense trees which were reportedly once kept by the fabled sorcerer, Kabros.

Ironwood: A variety of deciduous tree notable for its steely-grey leaves and bark, the ironwood is found in temperate forests across the Talislantan continent. It is valued for its wood, which is nearly as hard as iron; Zandir woodsmen employ saws and axes coated with a solution of magical quicksilver when cutting these trees for timber.

Mantrap: The mantrap is a giant flowering plant native to certain swamps and marshlands. These dangerous organisms resemble six-foot lotus blossoms, with tendril-like roots. The mantrap exudes a scent which is irresistible to most living creatures (roll vs WILL rating or approach the plant in fascination), and may be borne on the wind for distances of up to four miles. Once an affected creature or individual comes close enough, the mantrap enfolds the unwitting victim in its petals; death by asphyxiation results within three minutes' time, after which the mantrap gradually begins to dissolve and digest its prey. An hour later, the plant will disgorge any inedible materials (cloth, metal, bone, etc.) which it has swallowed. Despite the considerable risks, Jhangaran marsh hunters and other entreprenurial sorts are known to hunt mantrap for its pollen, a narcotic substance called euphorica. The giant blossoms are quite hardy (h.p. 10), but cannot tolerate cold. In the late spring months, the mantrap produces a pod containing up to a dozen seeds. The seeds are valued at fifty gold lumens apiece among fanciers of exotic plants.

Moonflower: This exotic variety of flower is native to the Quan Empire. It is named for the fact that its fragrant blossoms bloom only at night, and change color to match the hues of the first Talislantan moon to appear in the evening sky. Moonflowers are prized by horticulturists and collectors from other lands, many of whom will pay up to a hundred gold lumens for a single, healthy specimen.

Neurozoid: Neurozoids are a rare and bizarre-looking form of ambulatory (SPD -3) fungus found only in the Mushroom Forest of Werewood and the Sinking Land. These organisms resemble great (1-4 feet in diameter) masses of pulsating brain tissue. Despite appearances, the fungus is not a sentient entity. Neurozoids graze on slimes and moulds, moving slowly across the terrain. They are quite harmless, and in fact are of some use to horticulturists and gardeners.

Parasol Tree: This colorful variety of giant palm tree is common to tropical rain forests and jungles. It is notable for its size (up to a hundred feet in height), and for its spreading crimson foliage, which resembles a great umbrella or parasol in shape.

Polyp-Plant: The polyp-plant is indigenous to the Aberrant Forest and Dark Coast regions, as well as parts of Mog and Jhangara. The plant consists of a long, tube-like stem, terminating in a bulbous tip filled with a sweet, sticky nectar. The Muses of Astar are partial to the nectar of polyp-plants, as are many types of insects.

Prism Plant: This rare variety of crystal dendron (*q.v.*) is found in certain woods and forests from Zandu to the Quan Empire. The plant is notable for the prismatic properties of its leaves and blossoms, which refract light in all the colors of the rainbow. Collectors and botanists will often pay up to a hundred and fifty gold lumens for a healthy prism plant.

Prophet Tree: This rare and ancient variety of fruiting tree can be found in certain isolated woods and forests. The tree produces a tempting red fruit which, when eaten, confers visions of future events. The nature of these visions is unpredictable; the portents may be favorable, unfavorable, or utterly incomprehensible. Overindulgence in the fruit of the prophet tree is said to lead to madness. The trees cannot be transplanted, and are difficult (level 10) to cultivate from seeds or cuttings. The fruit is particularly perishable, losing its efficacy soon after it is picked.

Purple Narcissus: The purple narcissus is an enchanted hybrid created by a precocious botanomancer of ancient times, whose name has long since been forgotten. The plant blooms only if it can see its reflection in a mirror, pond, or other reflective surface; a peculiarity which has endeared it to collectors of exotic plants, who will sometimes pay up to two hundred gold lumens for a healthy specimen. Purple narcissus is a cultivated plant, which can only be grown in indoor environments. The plants are valued at 50 gold lumens apiece, but are quite frail, and wither if exposed to direct sunlight.

Scimitar Bush: Scimitar Bush is indigenous to hills, plains, and wilderness regions. It is quite aggressive, and will lash out at creatures or individuals who approach too closely (level 1 combat rating). In this respect, the plant is aptly named, for its leaves are as long and nearly as sharp as scimitars, and are capable of delivering a nasty wound (d6 damage). Unlucky creatures who happen to run into (or try to hide in) a scimitar bush may suffer up to a dozen attacks, and may be cut to ribbons. Scimitar bush is exceptionally rugged (12+ h.p.), and can survive even in such hostile regions as Khazad, Urag, and the Wilderlands of Zaran.

Sickleweed: This grassy plant grows wild in many wilderness areas, and is particularly common on the Plains of Golarin. It is named for its wiry, curved leaves, which resemble sickle-blades. A "blade" of sickleweed can, in fact, be used to saw through rope, cloth or similar materials in a pinch.

Silver Deodar: This large (up to seventy feet) variety of spreading conifer is native to both the Eastern and Western land. It is valued for its durable and fragrant wood, which is extensively utilized for Talislantan construction.

Sorcerer Tree: This rare coniferous tree is found only in isolated woodland regions. It is notable for its "mantle" of dark green foliage, which gives the tree the semblance of a tall (10-12 feet) hooded man. The wood of the sorcerer tree is often used in the making of enchanted staves and wands, and is thought to possess magical virtues.

Spice Tree: The spice tree is a hybrid originally created by the Green Ardua botanomancers of Vardune, and now grown extensively in Vardune and Zandu. The tree is eminenty useful: its bark, leaves, and roots can be used to make three different types of tea; its nuts are like clove, its soft inner bark like ginger, and its flowers as fragrant as myrrh. Spider Moss: This parasitic

plant is native to swamps, jungles, and woodlands across the continent. The plant is aptly named, for it resembles a 2-4 foot tall shambling spider, and is capable of moving about from one place to another in a slow (SPD -4) creeping fashion. Except as pertains to other forms of plantlife, spider moss is harmless. The Green Men of the Dark Coast have learned to be wary of this plant, which is stubbornly aggressive (WILL +4) and feeds on vegetable matter by injecting it with a caustic chemical solvent (d4 damage) then absorbing the nutrients through its fibrous roots.

Spitting Crocus: This noxious variety of wildflower is found in wooded and jungle regions of all sorts. The flower is named for its habit of "spitting" at creatures or individuals who pass within a five foot radius of its location; no doubt, an effective deterrent to creatures who might wish to devour it. The plant's acidic spray can cause temporary blindness (lasting from 1-10 minutes), but generally does no permanent harm.

Sponge-Bristle: This rugged variety of spiny-skinned succulent is indigenous to hot, arid regions, such as Djaffa, Kasmir, Rajanistan, and so forth. The sponge bristle absorbs moisture from the air, and from deep below the ground, storing it within its spongy interior. A fully-grown plant may measure up to three feet in diameter, and can contain up to six quarts of water. The sponge-bristle is a boon to desert-dwellers and travelers. Along with desert palms, these plants are common to many a Wilderland oasis.

Sulphur Tree: This acrid-smelling tree is notable for its bright yellow foliage, bark and roots. Sulphur trees are highly flammable, but are of no use as tinder, for the reason that they give off a noxious smoke. The tree is found only in the Yellow Marshes of Mog.

Thistledown: The thistledown bush is common to the deep woodlands of Tamaranth, but is almost unknown elsewhere. The soft down contained in the plant's seedpods is used to make spinifax, a light and durable cloth favored by the Ariane.

Tinsel Tree: This peculiar tree is found in the Aberrant Forest and other isolated woodlands. It is named for its silvery leaves, which sparkle in the light of the twin Talislantan suns. The spun fibers of tinsel tree leaves are used to make silver-sparkle, a costly (ten times the price of common cloth) and somewhat garish material popular in Zandu, Hadj, and the Quan Empire.

Wavering Sunblossom: This colorful wildflower is found only in the Aberrant Forest, where it grows in great abundance in certain spots. The flower derives its name from its uncanny propensity to shift in color, according to the prevailing breezes. There are few sights as breathtaking as a field of wavering sunblossoms, fluctuating in myriad hues with the movement of the wind.

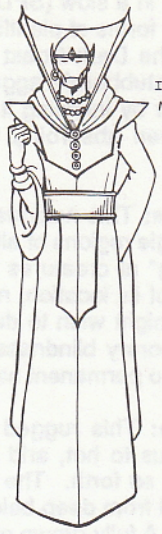
Whipweed: This insidious plant grows both on land and underwater, and can be found across much of the continent. It can cover large areas in a fairly short amount of time, and is quite dangerous. Individuals or creatures attempting to pass through a patch of whipweed will be instantly attacked by dozens of slashing, leafy tendrils (damage: d8 per round). Whipweed is easily mistaken for common plainsgrass; an error which may yield fatal consequences.

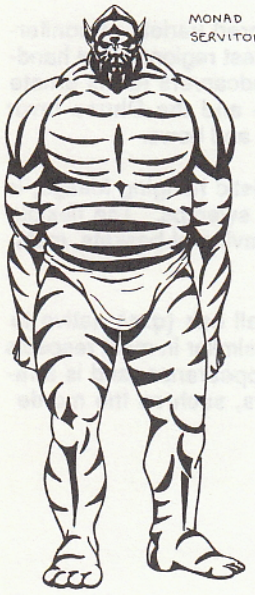
Whitewood: Whitewood is an ivory-colored variety of coniferous tree found in mountainous, hill and forest regions. The handsome wood of this tree is prized by woodcarvers for its ornate beauty and durability. Both the Ariane and the Dhuna favor whitewood for use in the making of staves and bows.

Willowood: This tree, with its characteristic hanging foliage, is native to the banks of rivers, lakes, and swamps. The flexible twigs of the willowood are used in the weaving of baskets, mats, and furnishings of various sorts.

Withergall: Withergall is a variety of gall oak (*q.v.*) native to wastelands and wilderlands regions. It is similar in most respects to gall oak, but is bent and withered in appearance, and is a favorite nesting place for avian scavengers, such as the morde (*q.v.*).

NEW CHARACTER TYPES





AAMANIAN INQUISITOR

SIZE: 5'8"-6'2", 110-180 lbs.
PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, lean physique, all facial and body hair removed
ATTRIBUTES: WILL +2, PER +2
HIT POINTS: 12
SPECIAL ABILITIES: None
SKILLS: Secondary combat, secondary magic, inscribe spells, interrogate, torture, coerce, espionage (see *NEW SKILLS*)
EQUIPMENT/POSSESSIONS: Cult vestments (mask/ headdress), 1-3 concealed weapons, cloak, robes, gloves, boots, pouch (for instruments of torture), manacles
WEALTH: Minimal (4-40 gold lumens; the Orthodoxist Cult donates funds to clothe and feed its loyal servants)
COMMENTS: The Inquisitors are servants of Aaman's Orthodoxist Cult, and are among the most feared individuals in the Western Lands. They specialize in "ritual cleansing"; an Orthodoxist euphemism for the forcible conversion of infidels to the cult's doctrines. In practice, "ritual cleansing" consists of torture, coercion, interrogation, and (as a last resort) execution. The Inquisitors dress in white (signifying "purity"), and wear masked headdresses to ensure their anonymity. They are most often found plying their grisly talents in the Halls of Penance, or working in conjunction with Orthodoxist Cult Monitors, warrior priests, and witch hunters.

GNORL RHABDOMANCER

SIZE: 3-4', 60-80 lbs.
PHYSICAL CHARACTERISTICS: Wizened features, dark brown skin, glowing eyes deep-set beneath a furrowed vrow, squat physique.
ATTRIBUTES: INT+2, WIL+2, PER+1, STR-2, DEX+1
HIT POINTS: 10
SPECIAL ABILITIES: Night vision, commune with spirits (see COMMENTS).
SKILLS: Secondary magic, inscribe spells, magical operations, concoct medicinal mixtures, primitive magical talents, healer, herb lore, arcane lore.
EQUIPMENT/POSSESSIONS: Wardrobe comprised of odd and colorful garments (turbans, sashes, beads, bangles, scarves, etc.), walking stick or staff, leather-bound spell book, pouch or satchel (with 1-3 medicinal mixtures, 1-3 ounces of incense for producing magical fumes, 2-8 drams of dried herbs, quill pen and vial of ink.)
WEALTH: d10 x 6 gold lumens
COMMENTS: Gnorls are a race of smallish, gnarled humanoids believed to be related to gnomekin, or possibly weirdlings; no one is quite sure. They live in underground nooks, typically situated in uncivilized woodland regions. The race of gnorls is skilled in an ancient form of witchcraft known as rhabdomancy; the "art of divining secrets". Gnorls collect secrets, which they gather by various means, including commune with spiritforms (Gnorls can contact spiritforms without the need of summoning spells, using only magical fumes). Some earn a living by selling, buying, and trading secrets; others as healers, who offer their services in exchange for secret knowledge.

GREEN ARDUA BOTANOMANCER

SIZE: 4'10"-5'2", 70-90 lbs.
PHYSICAL CHARACTERISTICS: Irridescent green plumage, sharp bird-like features, vestigial wings
ATTRIBUTES: INT +3, STR -3, DEX +2, CON -3
HIT POINTS: 10
SPECIAL ABILITIES: Gliding (up to fifty yards, wind permitting), knowledge of Viridian's spells (at second level; see COMMENTS)
SKILLS: Primary magic, horticulture, herb lore, inscribe spells, magical mixtures
EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, staff, scroll (basic spells only), 1-4 books on plants/herbs, pouches (seeds, reed pen, inkwell), stoppered gourd flask (vinesap)
WEALTH: d20 x 10 gold lumens
COMMENTS: The Green Ardua botanomancers of Vardune are members of a respected magical fraternity, which reveres as its inspiration the great Viridian; a fabled sorcerer of ancient times, who is credited with the creation of the viridia plant and many other useful hybrids. Upon attaining the second level of ability, members must undergo an initiation rite (retrieve an enchanted medallion from the "Green World", or Elemental Plane). Those who successfully complete this task are initiated into the fraternity, and taught the great Viridian's three most potent spells. These incantations are memorized, never written. Further, the initiate is made to take an oath of secrecy never to reveal this information to any others.

ISPASIAN MERCANTILIST

SIZE: 5'10"-6'4", 100-180 lbs.
PHYSICAL CHARACTERISTICS: Lemon-yellow skin, expressionless features, slender build
ATTRIBUTES: INT +3, WILL +2
HIT POINTS: 12
SPECIAL ABILITIES: None
SKILLS: Merchant/trader, litigator, diplomacy, linguistics, appraise slaves, appraise treasure, bribe
EQUIPMENT/POSSESSIONS: Gold or silver tiara, 2-8 sets of fine silkcloth robes, small villa or estate in Ispasia (inherited from ancestors), 2-8 slaves (various races)
WEALTH: d20 x 1000 gold lumens (not including property, worth an additional 5,000-10,000 gold lumens)
COMMENTS: The Ispasians are a mercantile people who were subjugated by the Quan in the early days of the Quan Empire. They are highly intelligent and well-educated, attributes generally lacking in their masters, the Quan, who have long employed Ispasian agents in the management of the Empire's finances. The most powerful of these individuals deal in vast sums of money, goods, and commodities, covertly investing in foreign interests and international markets. The Ispasians are believed to secretly have clients in such far-distant lands as Faradun, Rajanistan, Imria, and Kasmir of the Seven Kingdoms, among others. Ispasians bear a well-deserved reputation as ruthless and calculating businessmen (and businesswomen).

MONAD SERVITOR

SIZE: 7-7 1/2', 500-700+ lbs.
PHYSICAL CHARACTERISTICS: Striated black and white skin, tiny cranium, immense torso and limbs
ATTRIBUTES: WILL -6, STR +8, DEX -6, CON +9, SPD -3
HIT POINTS: 22
SPECIAL ABILITIES: None
SKILLS: None (see COMMENTS)
EQUIPMENT/POSSESSIONS: Negligible (loincloth and sandals)
WEALTH: Minimal (1-10 gold lumens, unless a slave; see COMMENTS)
COMMENTS: Monads are a race of sorcerous hybrids created in ancient times by the magicians of Phandril. Bred strictly for size and strength, these huge creatures possess no skills per se. They follow instructions well, however, and are tireless and loyal workers. Monads are monosexual beings, who reproduce by a process similar to cell division. Despite appearances, the race does not lack for intelligence. They are mute, but communicate both in common sign language and a complex variation of sign which they devised. Most monads were sold into slavery following The Great Disaster. Those who were not work primarily as unskilled laborers; monads are gentle by nature, and prefer to ab-

stain from violent professions.

MONDRE KHAN WARRIOR

SIZE: 6-6 1/2', 160-250+ lbs.
PHYSICAL CHARACTERISTICS: Mane of coarse black hair, bestial features, shaggy forearms/forelegs, claws, leathery brown skin
ATTRIBUTES: INT -1, CHA -2, STR +3, DEX +3, CON +2
HIT POINTS: 14
SPECIAL ABILITIES: Claws can be used as weapons (d4 damage) and to climb sheer rock surfaces, walled fortifications, etc.
SKILLS: Secondary combat, assassinate, waylay, scout, stalking, ambush, evasion, camouflage; weaponless combat and sabotage (see *NEW SKILLS*)
EQUIPMENT/POSSESSIONS: Combination leather-partial plate armor (protection: 3 points); rasp, caltrops, and 2-8 blade stars (see *NEW TALISLANTAN WEAPONRY*); hide loinclout, pouch, rope and small grapnel, tinder box
WEALTH: d10 x 2 gold lumens in semi-precious stones, gold dust or ivory
COMMENTS: The Mondre Khan are a savage race of half-men who live in the wooded hills and mountains of eastern Quan. They are the avowed enemies of the Quan Empire, whose forces the Mondre Khan have successfully resisted for centuries. The Kang consider them to be akin to animals, and in fact, the Mondre Khan often exhibit the ferocity and cunning of wild beasts. They are intelligent enough to make metal weapons and armor, however, and are experts in the art of covert warfare. Like all half-men, the Mondre Khan are held in low regard by many Talislantan peoples. Some Talislantan scholars theorize that the species is gradually devolving back to its animalistic origins with each passing generation.

ORGOVIAN TRADER

SIZE: 5'4"-6', 90-160 lbs.
PHYSICAL CHARACTERISTICS: Dusky-orange skin, narrow protruding chin, squinty eyes, lean build
ATTRIBUTES: INT +2, PER +2, DEX +3, CON +2
HIT POINTS: 12
SPECIAL ABILITIES: None
SKILLS: Secondary combat, mounted combat, barter
EQUIPMENT/POSSESSIONS: Loper steed, leather vest/boots, loincloth, brown felt headdress, 10-20 iron armbands; prod-hook and star-thrower (see *NEW TALISLANTAN WEAPONRY*), with a dozen "shooting stars", pouches/bundles/sacks.
WEALTH: d10 x 50 gold lumens in barter goods (ivory, bolts of cloth, metal tools/weapons, pottery, salt/spices, etc.)
COMMENTS: The Orgovians are a nomadic people who fled from their homeland (in the area of what is now the Kharakhan Wastes) in order to avoid being decimated by The Great Disaster. They now roam the Wilderlands of Zaran and surrounding regions, making their living as traders. Orgovians will not accept coin for their wares, but deal exclusively in barter; an old habit, adopted by their ancestors following the devaluation of the Orgovian yatma (a lead coin deemed worthless after the dissolution of the old Kingdom of Orgovia; hence the origin of the popular phrase, "not worth a lead yatma"). The Orgovians have few reservations about who they deal with, provided they are offered fair value for their wares. They despise bandits and cheats, and routinely kill such individuals in order to trade their scalps and possessions for useful goods.

PARTHENIAN SEA TRADER

SIZE: 6'8"-7', 180-220 lbs.
PHYSICAL CHARACTERISTICS: Glossy bronze skin (features appear as if cast in bronze), angular frame, lacquered hair
ATTRIBUTES: INT +2, PER +1, CON +2
HIT POINTS: 14
SPECIAL ABILITIES: Eyes function equally well in daylight or darkness
SKILLS: Secondary combat, merchant/trader, appraise slaves, appraise treasure, navigator/pilot (Parthenian trireme; see *NEW TALISLANTAN CONVEYANCES*)
EQUIPMENT/POSSESSIONS: Shimmering yellow cloak, vest of boiled sea dragon's hide, lacquered iron arm and wrist braces, scimitar, sea chest, three-pointed spear (damage: d8)
WEALTH: d20 x 100 gold lumens (in five-pound ingots stored in sea chest, or in coins of various denominations)
COMMENTS: The Parthenians are a race of xenophobes, who prefer to avoid contact with other peoples. They may sometimes be encountered on the high seas, sailing in great triremes with prows fashioned in the likeness of a giant idol. Parthenians speak a language which some scholars believe is an ancient form of Talislan. Though they seldom exhibit overtly hostile behavior, the Parthenians are not known for personal warmth. Their history, customs, and beliefs are largely unknown to other Talislantan peoples. On occasion, Parthenian vessels have been known to stop briefly in a port city in order to purchase provisions or slaves (primarily, oarsmen). They never stay long, and always pay in gold and silver ingots.

PHANTASIAN GUARDIAN

SIZE: 6'6"-7', 160-200 lbs.
PHYSICAL CHARACTERISTICS: Pale skin, amber-colored hair, narrow build
ATTRIBUTES: INT +1, PER +2, STR +1, DEX +1
HIT POINTS: 12
SPECIAL ABILITIES: None
SKILLS: Secondary combat, secondary magic, inscribe spells, navigator/pilot (windship or windrigger; see *NEW TALISLANTAN CONVEYANCES*)
EQUIPMENT/POSSESSIONS: Ceremonial armor (light scale mail and partial plate), ceremonial longsword, cloak, pack, scroll of spells (in metal tube)
WEALTH: d10 x 6 gold lumens (half this, if a mercenary)
COMMENTS: The Phantasian Guardians are members of an elite military order which has protected the floating fortress of Cabal Magicus for untold generations. Most continue to serve in this capacity, though the decline in Phantas' fortunes has compelled some to leave the island in search of work as mercenaries. The Wizard King of Cymril maintains a contingent of Phantasian Guardians for his personal windship, as do certain private concerns in both Cymril and the Independent City State of Hadj.

RASMIRIN WITCH/WARLOCK

SIZE: 5'8"-6'6", 110-210 lbs.
PHYSICAL CHARACTERISTICS: Blue skin, fine white hair, features decorated with Rasmirin cult markings
ATTRIBUTES: INT +2, STR +1, DEX +1, CON +1
HIT POINTS: 12
SPECIAL ABILITIES: Immunity to cold
SKILLS: Secondary magic, secondary combat, cult rituals, inscribe spells
EQUIPMENT/POSSESSIONS: Cloak of frostwere's hide, combination hide and partial chain mail armor (protection: 2 points), hide boots, mail gauntlets, iron-shod staff (damage: d10), dagger, pouch, scroll of spells
WEALTH: 10 x 50 gold lumens in small blue diamonds, ivory, and/or hides.
COMMENTS: The Rasmirin are practitioners of black witchcraft, consigned to dwell upon the Outcast Isles by their enemies, the Mirin of L'Haan. They are anarchists, who revere the quasi-elemental entity called Aberon, ruler of Talislantan de-

mons. All Rasmirin are disciples of this strange cult, and receive training both in the black arts and in combat techniques. The appearance of Rasmirin on the Talislantan continent is considered something of a rarity, but is not unknown; agents of the Rasmirin have, in the past, sought to obtain aid from such diverse sources as the Farad, the Quan, and even the Rajans.

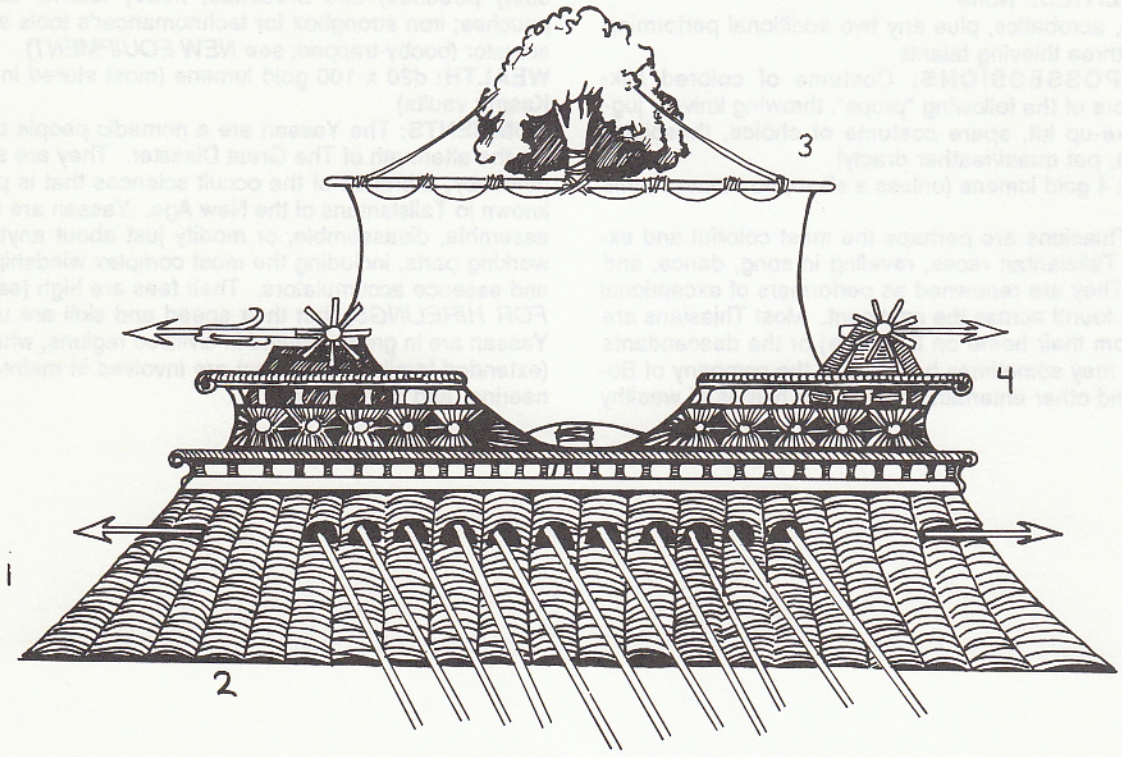
THIASIAN PERFORMER

SIZE: 5'-6', 80-170 lbs.
PHYSICAL CHARACTERISTICS: Violet skin, black hair, lithe and slender physique, attractive/handsome features
ATTRIBUTES: STR +1, DEX +5, SPD +3
HIT POINTS: 12
SPECIAL ABILITIES: None
SKILLS: Dance, acrobatics, plus any two additional performing talents and any three thieving talents
EQUIPMENT/POSSESSIONS: Costume of colored silkcloth, plus any four of the following "props": throwing knives, juggler's pins, make-up kit, spare costume of choice, thespian's mask, lock picks, pet quaal/feather dractyl
WEALTH: d10 x 4 gold lumens (unless a slave; no money in this case)
COMMENTS: Thiasians are perhaps the most colorful and extroverted of the Talislantan races, reveling in song, dance, and merry-making. They are renowned as performers of exceptional skill, and can be found across the continent. Most Thiasians are slaves (taken from their home on Eros Isle) or the descendants of slaves. They may sometimes be found in the company of Bodor musicians and other entertainers, or in the homes of wealthy Talislantans, who favor Thiasians as consorts.

YASSAN TECHNOMANCER

SIZE: 5'-6', 120-220 lbs.
PHYSICAL CHARACTERISTICS: Metallic grey skin, "flat" features, squat physique, six-fingered
ATTRIBUTES: INT +2, PER +2, DEX +10 (see COMMENTS)
HIT POINTS: 14
SPECIAL ABILITIES: Exceptional manual dexterity (physical dexterity is only average)
SKILLS: Technomancy (see *NEW SKILLS*), engineer, artificer, artisan, combat training
EQUIPMENT/POSSESSIONS: Hooded yellow tunic (with utility pouches) and breeches, heavy leather boots, gloves, pouches; iron strongbox for technomancer's tools and elemental actuator (booby-trapped; see *NEW EQUIPMENT*)
WEALTH: d20 x 100 gold lumens (most stored in Dracartan or Kasmir vaults)
COMMENTS: The Yassan are a nomadic people displaced during the aftermath of The Great Disaster. They are skilled in technomancy, a branch of the occult sciences that is practically unknown to Talislantans of the New Age. Yassan are able to repair, assemble, disassemble, or modify just about anything that has working parts, including the most complex windship levitationals and essence accumulators. Their fees are high (see *SALARIES FOR HIRELINGS*), but their speed and skill are unsurpassed. Yassan are in great demand in civilized regions, where their clans (extended family businesses) are involved in maintenance, engineering, and construction.

TALISLANTAN CONVEYANCES



BARGE FORT

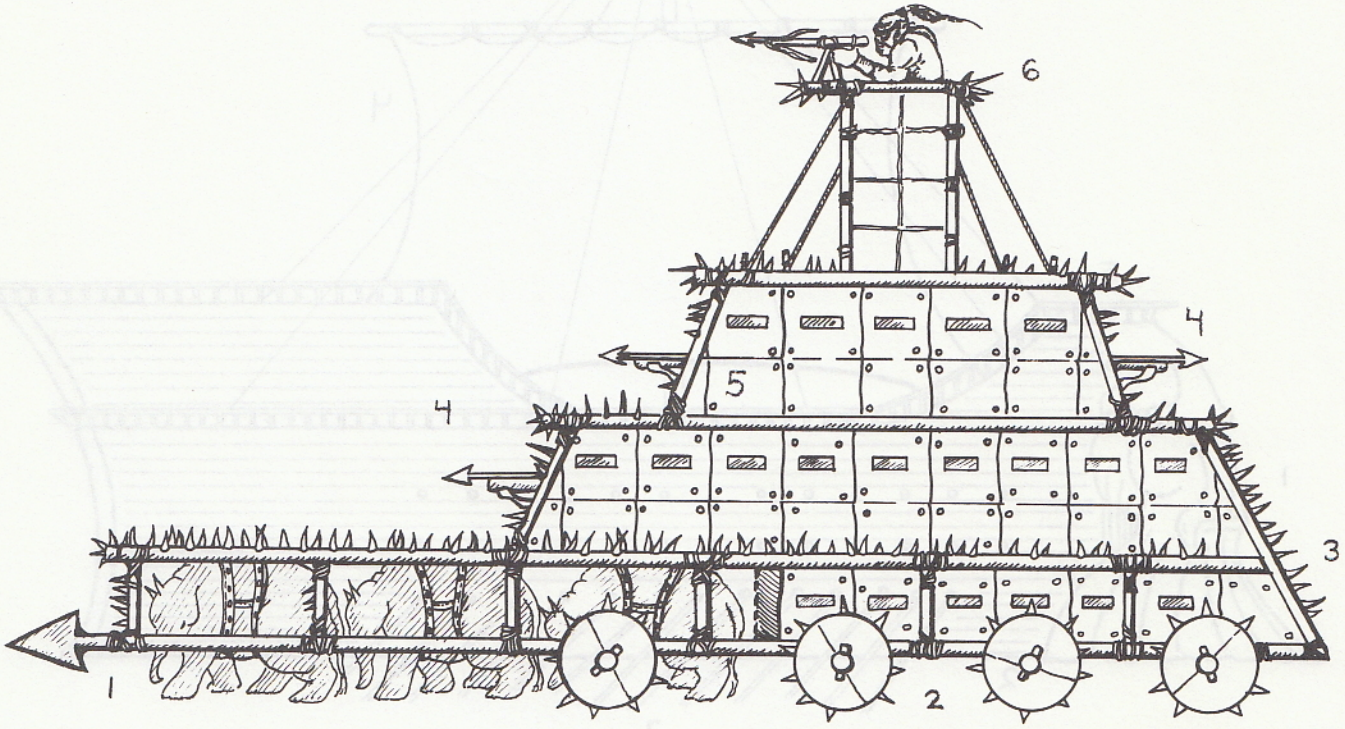
Barge forts are among the most unusual of all Talislantan waterborne craft, and the most unique. These vessels are created by Green Ardua botanomancers, utilizing living viridia plants grown over a framework of span-oak timbers. Other features of these ships include:

1) The flat-bottomed barge fort is an oar-driven craft, designed for river travel. The ship's sail is used as an auxilliary source of propulsion, according to the prevailing winds. The vessel's main mast is a living viridia plant, rooted firmly to the inside of the hull. The fruit produced by the plant is a source of food for the crew.

2) The barge fort's hull is an intricate latticework of vines, so tightly-woven that it is completely waterproof. In combination with the span-oak frame, this form of construction is surprisingly tough and durable; as long as the frame remains intact, damaged sections of hull can be re-grown in just a short time. A certain amount of maintenance is required to keep the vessel from becoming overgrown with foliage (this is intentionally done at times to provide the ship with a natural form of camouflage).

3) Like the hull, the ship's sails and rigging are derived from the eminently useful viridia plant. The sails are made from the flax of the viridia's pods; the rigging, from the plant's fibrous vines. The viridia's giant pods, when dried, are used as lifeboats and small skiffs.

4) The barge fort's armament includes four heavy ballista (positioned below deck, to fore, aft, port, and starboard), and two light ballista (mounted topside on swiveling tripod bases). A crew of twenty-four artillerists operates the ship's heavy weapons. The barge fort also has a reenforced prow, which may be used for ramming.



KHARAKHAN WAR WAGON

The war wagons of the Kharakhan tribes are ponderous vehicles built primarily for use in battle. Though not noted for swift movement, these heavily-armored vehicles can be employed in all but the most rugged terrain.

1) A team of twelve land lizards or ogriphants (shown here), arranged in three rows of four across, provide impetus for the war wagon. A wooden mantlet studded with spikes protects the beasts from above; the side-walls (exposed here to show the ogriphants) are enclosed in dragon hide, wood slats, or hammered metal plates.

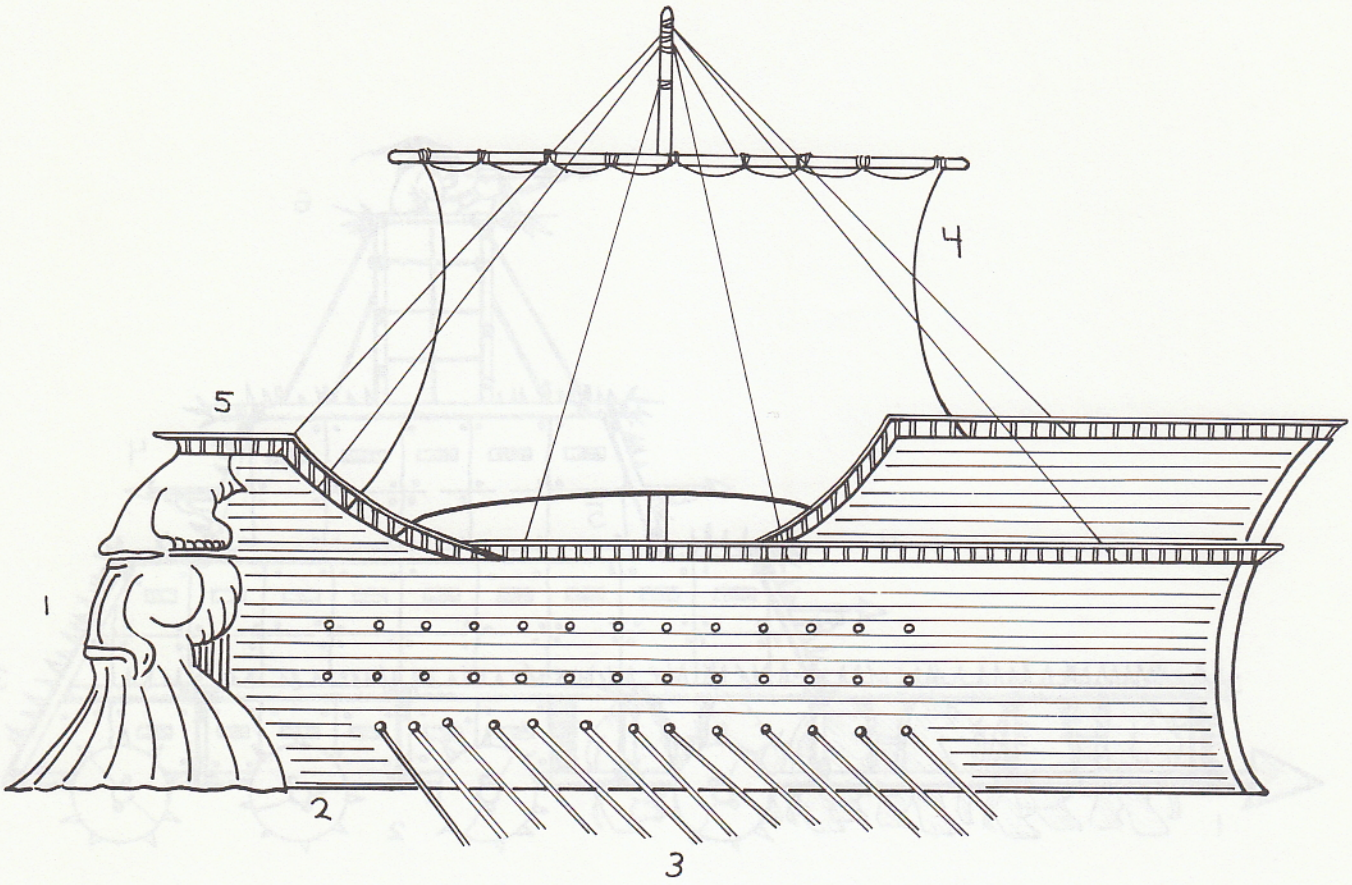
2) The war wagon's wheels average six feet in diameter, and are spiked to provide better traction in rough terrain.

3) The lower rear section of the vehicle is outfitted with a heavy, winch-operated ramp (shown in the raised position), allowing troops and cargo to be loaded or off-loaded. Rows of spikes, affixed to the ramp-bottom, discourage assault from the rear.

4) The primary armament of a war wagon is its heavy ballistae, which are positioned in the front, rear, and on the sides of the vehicle. The artillerists are enclosed within the vehicle, and protected from enemy missile fire (see #5). View slits allow for visibility, and provide a degree of light and ventilation.

5) War wagons are heavily-armored with overlapping plates of hammered iron, ranging in thickness from about 1/4" to 1/2" (armor value: 8-10). A crew of 6-8 artillerists, a driver, and two beast-handlers will generally be stationed in the middle and upper levels, where conditions are often practically intolerable due to heat and overcrowding.

6) Stationed in an armored lookout tower, the vehicle's navigator is allowed an unimpeded view of the surrounding region. A light ballista, mounted on a swivel atop the tower, augments the wagon's firepower.



PARTHENIAN TRIREME

The Parthenian Trireme is the largest seagoing ship in the known world, measuring over two hundred feet in length, with a cargo capacity of 30,000 pounds. The outward appearance of these vessels suggests that they are of equal use in mercantile ventures or naval warfare, which perhaps explains why Parthenian ships are welcome in few Talislantan seaports. It is something of a mystery as to how the people of the tiny island of Parthene were able to acquire the funds and resources necessary to build ships of this size. The Parthenians, ever suspicious of outsiders, have long refused to elaborate on details of this nature.

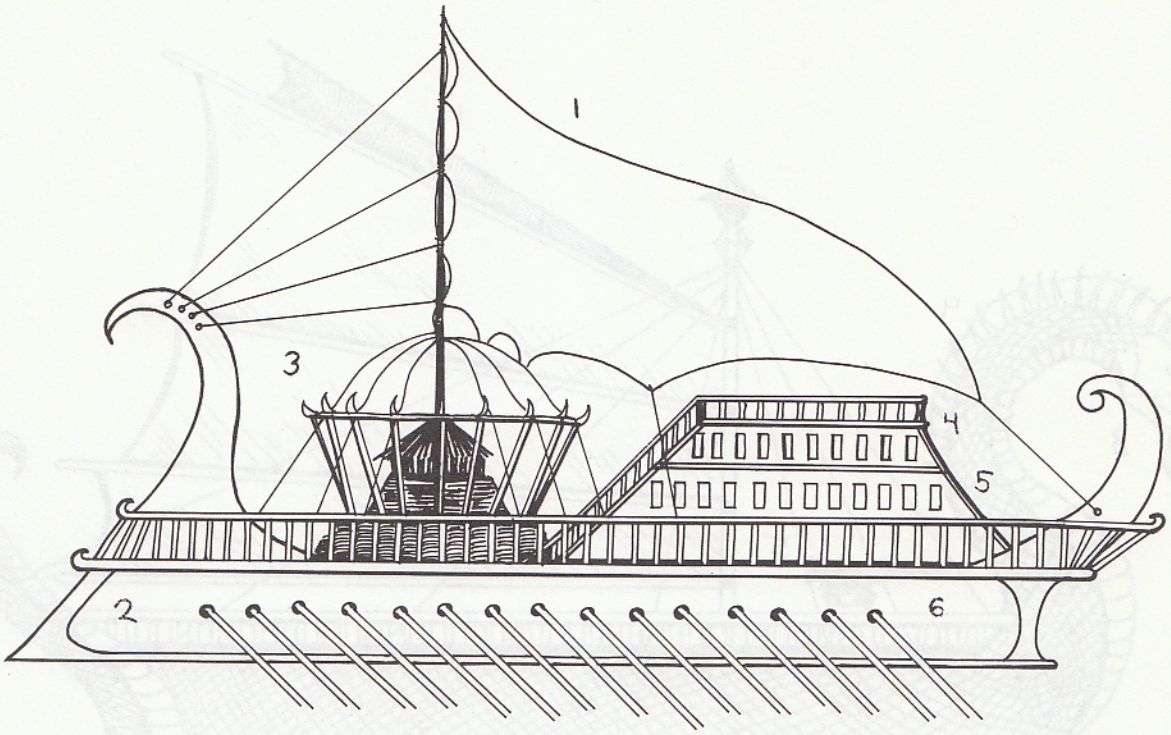
1) The trireme's prow is plated with six inches of solid brass, cast in the form of the Parthenians' nameless patron deity, and entity unknown to Talislantan scholars. Though the Parthenians claim that these brass visages are objects of reverence, the trireme's knife-edged prow could undeniably be employed to ram other vessels (damage: 10-100 points).

2) The trireme's hull is constructed of a jade green wood which is unknown on the Talislantan continent, but which appears to be both strong and durable. The trees from which this timber is derived may grow on the island of Parthene, or on some other uncharted isle; again, the Parthenians will provide no further details.

3) Triple banks of oars provide impetus to the trireme in the event of unfavorable winds, or as needed to augment the ship's speed. The Parthenians employ slaves as oarsmen; how many, and of what race/races, is not known.

4) The ship uses a single, square sail; typically, a bright saffron yellow in color, and constructed of canvas.

5) The standard armament of a Parthenian trireme is not known for certain. Zandir freetraders, who sometimes encounter Parthenian vessels at sea, report that the triremes carry a light catapult mounted upon its forecastle, and a heavy bombard (damage: 4-48) on the aftcastle. Other seamen have claimed that these ships bear fire-throwers, or giant ballistae.



QUAN PLEASURE BARGE

The pleasure barges of the Quan are waterborne craft of exceeding beauty, designed and built by some of the most skillful artisans on the continent. It is not unknown for Quan nobles to send Ispasian emissaries to such far-distant lands as Zandu, Cymril, Hadj, and even Thaecia, in order to obtain the services of the very best craftsmen. Only the finest materials are used in the making of these vessels, some of which are valued at up to a half-million gold lumens.

1) The colorful sails sported by the Quan's pleasure barges are more decorative than functional in nature. They are made of the best Mandalan silkcloth, and colored with deep blue dyes obtained from the Cerulean Forest, in Quan.

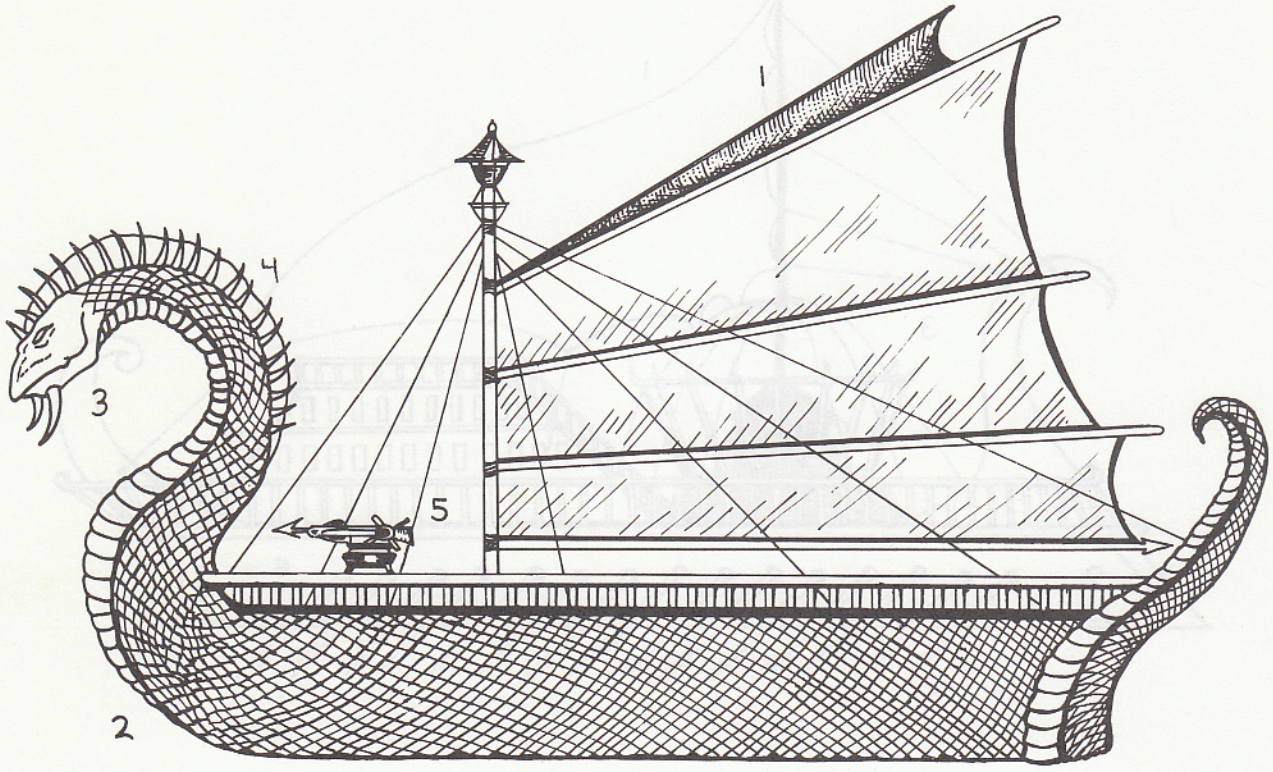
2) The ship's hull is made of costly hardwoods, some imported from as far away as Taz and Vardune of the Seven Kingdoms. Blue iron (obtained from the metallic plumes of shriekers), silver, and gold are used in the making of all hardware and fastenings.

3) The covered pavilion is reserved for the pleasure of Quan nobles and their honored guests. Here, individuals of elevated status may recline upon silken cushions, and partake of the most costly wines, enhancements, and delicacies. Slaves, courtesans, and attendants stand at a discreet distance, awaiting the exultants' pleasure.

4) The upper level of compartments consists of luxurious private suites, baths, and lounges, all reserved for the Quan and their guests.

5) The middle level of compartments contains facilities essential to the operation of the craft, including kitchen, wine and food storage, a tailor's shop, laundry, and so forth.

6) The lower level contains the chambers of captain and crew (usually Sunra), slave-drivers and security force (Kang), and over two hundred slaves (mostly Mandalans). No fewer than sixty slaves are required to man the oars, which together propel the pleasure barge through the water.



SUNRA DRAGON BARQUE

The dragon barques of the Sunra are the most striking of all Talislantan waterborne vessels, and among the most sea-worthy. In the days prior to their subjugation by the Quan, the Sunra ranged far and wide in these ships, hunting sea dragons for their meat and ivory tusks. These craft are now employed primarily to protect the coastal waters of the Quan Empire from intrusion by large aquatic predators (such as sea scorpions), Mangar Corsairs, and other unauthorized vessels.

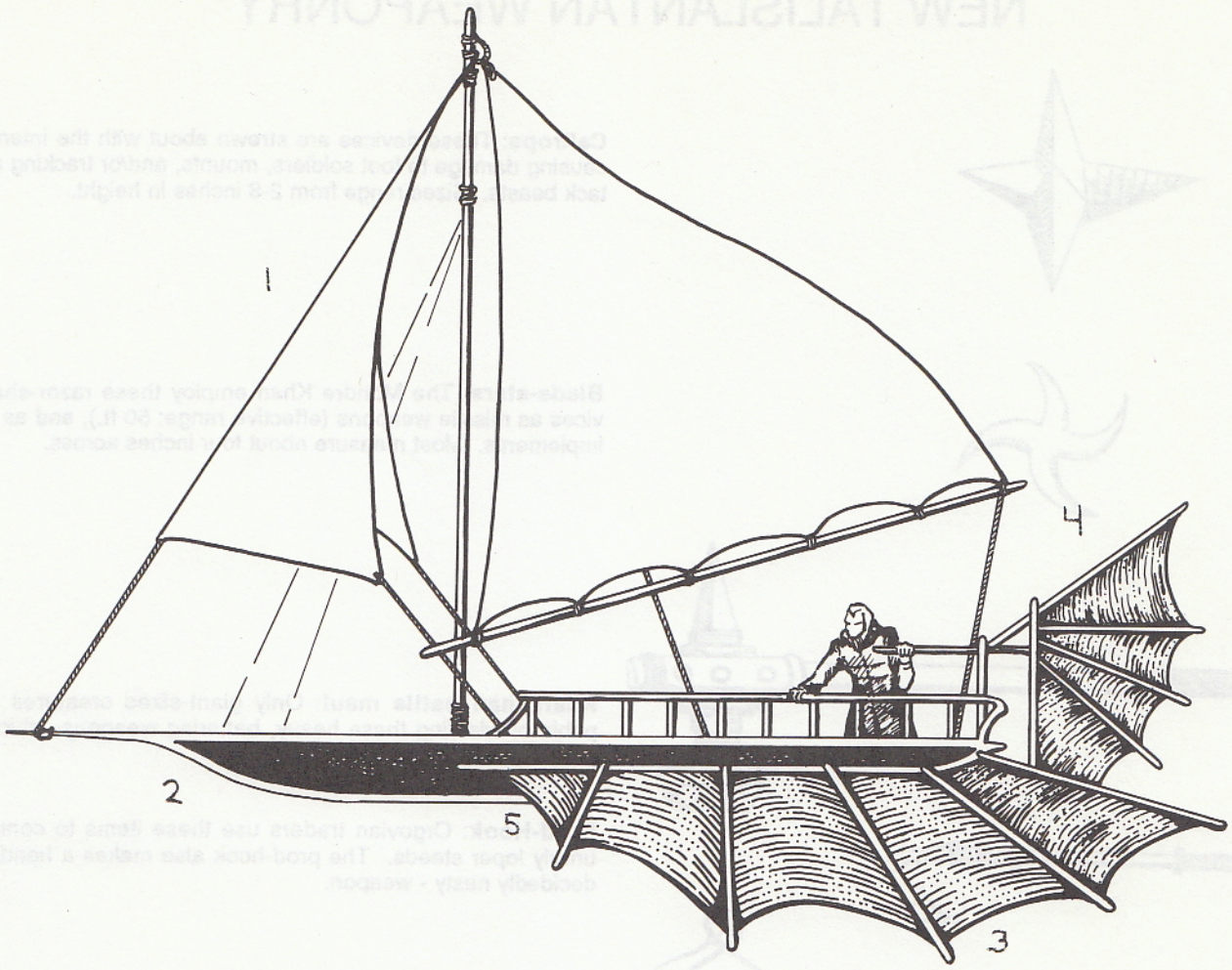
1) The dragon barque's twin sails are constructed of Mandalan silkcloth, and are fashioned to resemble a pair of great dragon's wings. The sails are usually dyed in bright shades of green and yellow.

2) The ship's hull is made of sturdy ironwood, plated with decorative "scales" of gold-lacquered metal. In ancient times, actual sea dragon's scales were used for this purpose, though few Sunra vessels sport such protective ornamentation in the present day.

3) The dragon barque's forecastle is constructed to resemble a gracefully-curving dragon's neck and head, the aftcastle being built in the shape of a dragon's tail. Both the ancient and modern-day vessels include a bellows-driven apparatus installed in the forecastle, enabling the ship to "breathe" fire out of the metal-plated dragon's "mouth" (damage: 3-30 points; range is approximately 100 feet).

4) Much of the vessel's ornamentation is made from the bones and ivory of large aquatic predators, such as the giant sea scorpion and seadragon. The Sunra are skilled in the art of scrimshaw, and intricately-carved fittings are utilized extensively in the construction of these impressive ships.

5) The armament of a Sunra dragon barque also includes a pair of heavy ballistae, mounted on swiveling platforms and bolted to the deck. Many of these devices include apparatus which allows them to be employed as harpoons, a holdover from pre-Quan times.



WINDRIGGER

Windriggers are the smallest type of windship made, most ranging in length from 15-20 feet. These craft were originally intended for use as lifeboats on larger vessels, such as the aerial warships employed by the Phantasians. The ships proved to be quite versatile, and were soon adapted to other purposes as well.*

Windriggers are swifter and much more maneuverable than windships, and are considerably less expensive. The vessels are not without certain drawbacks; however. Windriggers have an average cargo capacity of only about fifteen hundred pounds, and are not particularly sturdy. Neither are these vessels noted for their exceptional stability in-flight, a fact which neophyte astrogationists would do well to keep in mind.

**Other types include the aerial palanquin, a lavishly-accoutered pleasure craft favored by the Hadjin, and the four-man scoutships used by Phantasian Guardians. The latter are often equipped with a swivel-mounted light ballista.*

1) The windrigger's sails are usually made of silkcloth or spinifax (only the very wealthy use gossamer sails for such craft).

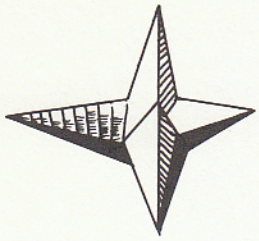
2) Strips of laminated span-oak, lacquered to reduce drag, are used for the hull and mast. Most windriggers are fairly seaworthy, provided one takes the time to raise the port and starboard wings (see *#3*).

3) The aforementioned port and starboard wings provide lift on takeoff, and help make the ship a bit more stable.

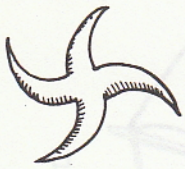
4) The webbed rudder is used in conjunction with other levers to steer the vessel. It is somewhat fragile (12-point DAMAGE RATING), and must be carefully maintained.

5) Windriggers are kept aloft by a scaled-down version of the devices used in windships, which are known as the "levitationals". A windrigger's levitationals are less costly than the larger versions (1000 gold lumens), and even less reliable. Despite the size differential, windriggers use as much Phantasian distillate (or Cymrilian concentrate) as full-sized windships do.

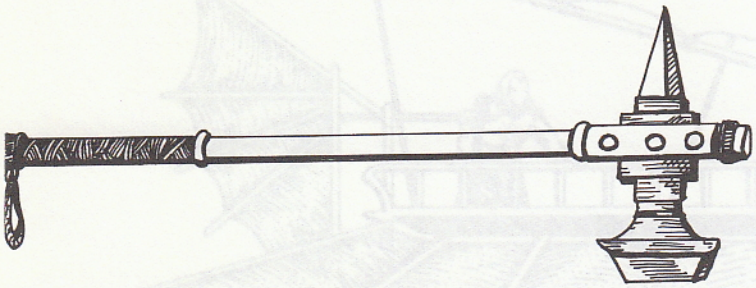
NEW TALISLANTAN WEAPONRY



Caltrops: These devices are strewn about with the intention of causing damage to foot soldiers, mounts, and/or tracking and attack beasts. Sizes range from 2-8 inches in height.

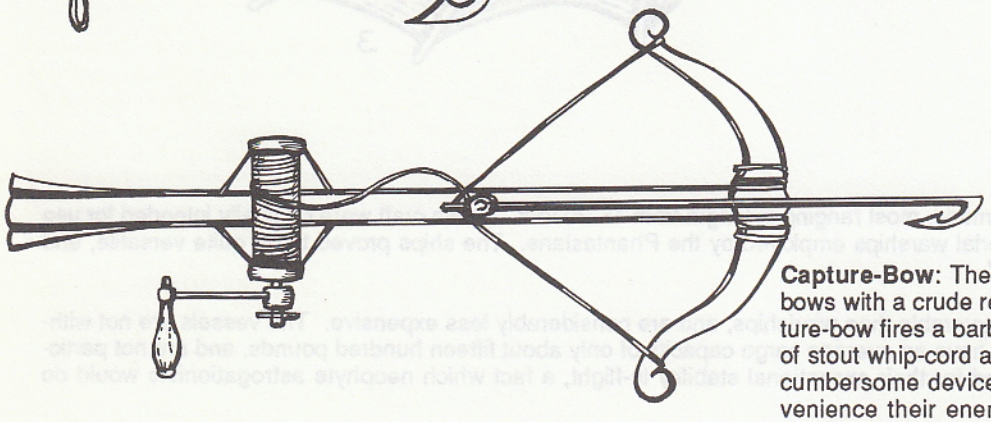


Blade-stars: The Mondre Khan employ these razor-sharp devices as missile weapons (effective range: 50 ft.), and as cutting implements. Most measure about four inches across.

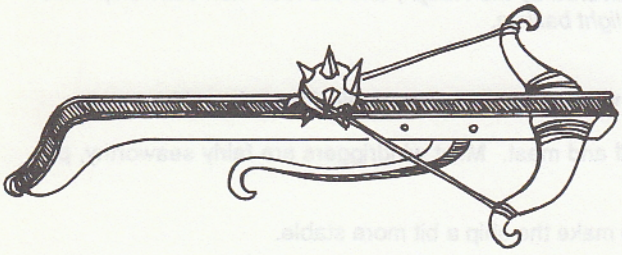


Kharakhan battle maul: Only giant-sized creatures are capable of wielding these heavy, battering weapons, which are a great favorite of the Kharakhan.

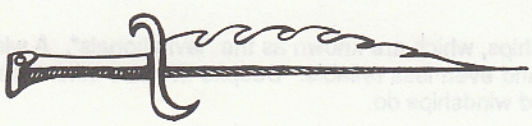
Prod-Hook: Orgovian traders use these items to control their unruly loper steeds. The prod-hook also makes a handy - and decidedly nasty - weapon.



Capture-Bow: These unusual weapons resemble heavy crossbows with a crude reel-mechanism affixed to the stock. The capture-bow fires a barbed bolt similar to a small harpoon, with a line of stout whip-cord attached to its end. The satada employ these cumbersome devices to snare prey, dismount riders, and inconvenience their enemies. Range is 50-75 ft. depending on the length of the line. The weapon may also be used as a standard heavy crossbow.



Star-thrower: The Orgovians favor these weapons, which resemble light crossbows. They are used to propel 2" diameter spiked iron balls (effective range: 100 ft.), called "shooting stars".



Rasp: The Mondre Khan employ these grim-looking handweapons in close combat against the Kang. The blade leaves an awful, jagged wound which is difficult to heal (twice the normal healing required to close wounds of this sort).

GAMEMASTER'S SECTION

NEW EQUIPMENT AND SUPPLIES

The following is a list of additional equipment and supplies available in the world of Talislanta (descriptions of unusual goods and items can be found at the end of this section). Prices listed here reflect the standard costs for goods of reasonable (standard) quality as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

1) Half price for shoddy or used goods
2) Double price (or more) for goods of superior quality (such as red iron)
3) +50-200% in areas where goods of a given type are rare or illegal
4) Half price if items are purchased in large quantities (3-6 dozen plus; magical/alchemical mixtures and products are the exception, and can rarely be purchased in bulk quantities)
5) +10-40% for tariffs on imported goods.
6) Weights listed for metal weapons/gear are as per black iron; 1/2 weight for red iron or adamant, 1/4 weight for blue iron.

WEAPONS

All weapons in this section are rated according to damage (DAM), weight in pounds (WT.), the minimum strength required to employ the weapon (STR), and its average cost. An asterisk (*) indicates that the weapon may be thrown or otherwise used as a missile.

TYPE	DAM	WT	STR	COST
Battle maul (Kharakhan)	1-20	90+	7	50+ G.L.
Blade-star*	1-4	1/4	0	2 S.P.
Caltrop	1-4	1/2	-	1 S.P.
Capture bow (Satada)*	1-8	7	+1	25 G.L.
Clawed gauntlets (Drukh)	1-4	1	-	10+ G.L.
Falchion (Parthenian)	1-10	10	0	30 G.L.
Prod-hook (Orgovian)	1-6	2	-1	6 S.P.
Rasp (Mondre Khan)	1-6	2	-	15 G.L.
Star-thrower (Orgovian)*	1-6	3	-1	15 G.L.
Trident	1-10	6	-1	5 G.L.

AMMUNITION/ACCESSORIES FOR MISSILE WEAPONS

TYPE	WT.	COST
Harpoon bolt (for capture-bow)	1/2	2 S.P.
Reel of cord (for capture-bow)	1	3 S.P.
Shooting stars (for star-thrower)	1/2	5 S.P.
Shoulder pouch (holds 10 morning stars)	1	1 G.L.

TOOLS/PROFESSIONAL EQUIPMENT

Costume (fool/jester)	10+ G.L.
Costume (for stage)	25+ G.L.
Juggler's pins (each)	1 S.P.
Oil cloth (per sq. foot)	1 C.P.
Salt adze (Danelek)	6 S.P.
Sharpening stone	5 C.P.
Thespian's mask	5 S.P.
Tool kit (Yassan*)	150 G.L.
Veil (silk, dancer's)	1 G.L.
Vizard (costume masque)	1 S.P.

**Yassan tool kits include woodworker's, stoneworker's, metalworker's, and glassworker's tools, an alchemical test kit, plus various spikes clasps, brads, and miscellaneous Yassan-made hardware; all stored in a three-foot iron strongbox. Total weight: 120+ lbs.*

BEASTS

Avir	50+ G.L.
Chang	25 G.L.
Drac (trained; guard or tracking)	250 G.L.
Durge	50 G.L.
Erd	500 G.L.
Feather Dractyl	100 G.L.
Ibik	150 G.L.
L'Latha (trained)	400 G.L.
Loper	200 G.L.
Moonfish	100+ G.L.
Skank (tame)	20 G.L.
Quaal (trained)	10 G.L.

CONVEYANCES

Aerial palanquin (pleasure craft)	20,000+ G.L.
Kharakhan war wagon*	3,000 G.L.
Land ark (passenger ship)	12,000 G.L.
Windrigger	15,000+ G.L.

**Generally not available for sale. Price reflects estimated value of a captured war wagon.*

NEW SKILLS

The following section features new skills which may be added to the section on pgs. 30-40 of *THE TALISLANTAN HANDBOOK.*

NEW COMBAT SKILLS

ARCHERY: Proficiency in the use of the short bow, Oceanian flange-bow, crossbow, or any single type of hand-held, device-propelled missile weapon. Individuals with this skill do not suffer the standard -5 penalty when firing at targets which are beyond the "effective range" for the weapon being employed (up to listed *maximum range* for that weapon; see pg. 7, *THE TALISLANTAN HANDBOOK*).
COST TO ACQUIRE: 10 experience points.

ARTILLERIST: Proficiency in the use of the catapult, ballista, fire-thrower, siege-hurlant, or any single type of large, device-propelled missile weapon. Benefits are as per the ARCHERY skill.
COST TO ACQUIRE: 10 experience points.

COMMAND: Ability to organize, coordinate and direct groups of trained combatants (up to ten per level of ability; this number increases exponentially if the individual in command is able to give orders directly to a group of subcommanders) or noncombatants (2-5 per level of ability, at best). Individuals with this skill who are employed in any branch of the military may qualify for promotion in rank, as follows:
Sergeant: level 3
Lieutenant: level 5
Captain: level 7
Commander: level 9+
COST TO ACQUIRE: 20 experience points.

WEAPONLESS COMBAT: Proficiency in the basics of self-defense, employing the Talislantan equivalent of either boxing or wrestling. Boxers are able to use their fists to block blows or punches, or as weapons (d4 + STR damage in the latter case; ei-

ther maneuver counts as one "attack"). Wrestlers may attempt to take down, restrain, or apply a choke hold (or other hold intended to cause pain or damage) to their opponent, avoid an attempt to take down or grapple, or escape from an opponent's hold (any maneuver counts as one "attack").
COST TO ACQUIRE: 5 experience points.

NEW PERFORMING TALENTS

ACTING: Individuals with this talent will be able to perform any of the skills normally associated with thespians; i.e., engage an audience's attention, memorize lines, convey a range of emotions, impersonate other individuals or character types, and so on. **MODIFIER**: CHA

KNIFE-THROWING: This performing talent is virtually indistinguishable from a standard proficiency with the common (Arimite) throwing knife. Its primary attraction is that it allows performers and other non-martial character types to acquire a weapon proficiency without having to expend experience points on such costly skills as PRIMARY or SECONDARY COMBAT. One throw per round is the maximum for this talent, regardless of level. Note that when employing this skill, characters use their SKILL RATING (and roll on the SKILL/ATTRIBUTE column of the ACTION TABLE) *not* their COMBAT RATING. **MODIFIER**: DEX.
Note: The cost to acquire any PERFORMING TALENT is 10 experience points.

NEW THIEVING TALENTS

ESPIONAGE: Proficiency in the time-honored art of acquiring information by covert means; typically, by infiltrating a group, agency, cult, etc., and pretending to be "one of them". Other less drastic methods are possible as well, such as plying individuals with intoxicants, lurking unseen in hallways or closets, and so on. Roll on the SKILL/ATTRIBUTE column of the ACTION TABLE once per day for undercover work (or as would be applicable for other operations) to determine if an individual with this talent uncovers any information of value. Note that a result of *Failure* may indicate that the spy's activities have aroused the suspicions of other individuals; worse, a result of *Mishap* means that the spy has been discovered to be an infiltrator. **MODIFIERS**: INT, CHA, and PER vs the Gamemaster's appraisal of the difficulties entailed in a given operation. Additional bonuses may be awarded if the spy is also proficient in the skills DISGUISE, CON, BRIBERY, SEDUCE, or ACTING, as applicable.

SABOTAGE: This is the ability to damage or destroy most types of mechanisms, conveyances, structures, etc., typically, by covert means. A skilled saboteur can achieve either of these objectives by the most expedient means (causing half the damage total normally needed to yield such results; see *DAMAGE RATINGS* for more details). The time required to sabotage a given target depends to a great extent upon the tools available to the saboteur; i.e., player characters with this skill cannot just tell the GM that they are "going to sabotage" something, but must also give some indication as to how this will be done. Note that all Yassan technomancers and engineers possess talents equivalent to this skill. **MODIFIER**: INT.

STREET-FIGHTING: This is the thieves' equivalent of the combat skill, WEAPONLESS COMBAT, and includes such "dirty tricks" as eye-gouging, biting, using available items as weapons, blinding opponents by throwing substances in their eyes, tripping, shoving, and so forth. The street-fighter should inform the Gamemaster what tactic he or she plans to use *prior* to the start of each combat round.
Note: The cost to acquire any THIEVING TALENT is 10 experience points.

NEW MAGICAL/ALCHEMICAL SKILLS

TECHNOMANCY: Technomancy is a field of magic known only to the Yassan (see *NEW CHARACTER TYPES*). Knowledge of technomancy has been passed down to each succeeding generation by the early ancestors of the Yassan race; there are no written treaties or manuals on the subject. This obscure field of study combines various archaic forms of alchemy, thaumaturgy, and magical "technology", many of which are believed to date back to the Forgotten Age. Utilizing these skills, Yassan technomancers are able to perform any of the following operations:

CREATE ELEMENTAL ACTUATOR: This device resembles a four-foot metal rod inscribed with complex glyphs and symbols. An elemental actuator is a multi-purpose tool which can be used to produce a focused "stream" of elemental fire, ice, earth, and lightning. In modern-day terms, the actuator functions as a combination acetylene torch, refrigeration device, sand blaster, or arc welder, among other things. Like standard enchanted items, these devices are self-charging. There is no limit to th number of times which such items may be used each day, however. Elemental actuators are of some use as weapons (damage: d8, range: 10 feet), and Yassan generally have no qualms about employing them in this capacity. The devices cost upwards of a thousand gold lumens (and two month's time) to produce, and can only be employed by a skilled technomancer.

READ ALCHEMICAL/MAGICAL SCRIPTS: As per similar capabilities acquired through the acquisition of the skills, MAGICAL TRAINING and ALCHEMICAL TRAINING. Technomancers cannot cast spells; however they can identify mixtures/substances by text.

REPAIR MECHANISMS: Yassan technomancers are able to repair practically anything which has moving parts, and most things which don't. Utilizing their elemental actuators and elaborate tool kits (see *NEW EQUIPMENT AND SUPPLIES*), Yassan are capable of effecting repairs on windships, essence accumulators, levitationals, land conveyances, waterborne craft, tools, weapons, leather goods, glassware, pottery, and even torn fabrics. Generally speaking, only items which have been "destroyed beyond repair" (Gamemaster's ruling, according to the item's DAMAGE RATING) cannot be fixed by a Yassan technomancer.

DESIGN AND MODIFICATION: This application of the technomancer's art is equivalent to the skill, ENGINEERING.
COST TO ACQUIRE: Only by apprenticing to a Yassan technomancer for a period of not less than seven years can one acquire this skill. Gamemasters should only allow Yassan player or non-player characters to become proficient in technomancy.

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